ISSUE # 2

FIGURE PAINTER magazine

sculpting • painting • play

REVIEWS FROM
ANDREA MINIATURES
MIL-MART MINIATURES
INDUSTRIA MECHANIKA

INSIGHT
interview with **Chris Clayton**

www.figurepaintermagazine.co.uk

JUNE 2013 £1

ISSN 2052-8507

Model Display Products

ProPigments

Our Pigments are finely ground Natural Earth Pigments and of the highest quality. Over recent years earth pigments have become extremely popular with model makers, who wish to achieve realistic and authentic looking finishes, especially with military and railway enthusiasts where a weathered look is far more desirable. The pigments are commonly mixed with thinners to create a paste or mixed with acrylic resins or varnish and glues to replicate urban, rural, industrial or warfare surface conditions like: dust, dirt, mud, rust or surfaces that are in state of damage or repair.

www.modeldisplayproducts.com

Available in ProPigment sets or individual pots.

Our pigments are not sold for cosmetic, pharmaceutical or food use.
Use care when handling any dry pigment.
Avoid inhaling pigment dust.

Model Display Products
ProPigments

FIGURE PAINTER magazine

Contact Figure Painter Magazine

Web www.figurepaintermagazine.co.uk

Email info@figurepaintermagazine.co.uk

Editor Shane Rozzell	editor@figurepaintermagazine.co.uk
News Editor Robert Monnar	news@figurepaintermagazine.co.uk
Sales Sarah Evans	sales@figurepaintermagazine.co.uk

Proof Readers	Martyn Dorey Ian Pursey Peter Rodway
Reviewers	Mario B Delgado (mbd) Marta Slusarska Kevin Peart Jake Cannon (Gamespace)
Cover Artist	Chris Clayton
Other Contributors	Marko Paunovic, Barry Ford, Jarek Drabek, Martyn Dorey

facebook

Robot Pigeon PUBLISHING

Figure Painter Magazine is published by Robot Pigeon Publishing. South Cheshire. UK

The views and opinions relating to all material herein does not necessarily reflect the opinions of Figure Painter Magazine staff, editors or publishers who are not liable of said opinions. Figure Painter Magazine cannot be held responsible for inaccuracies in any of its publications. Furthermore, responsibility for any losses, damages or distress resulting from adherence to any information made available through this magazine or its website is not the responsibility of Figure Painter Magazine or its publisher, Robot Pigeon Publishing. Adverts and advertisers appearing in Figure Painter Magazine carry no implied recommendation from the magazine or the publishers. Artwork has also been either taken from company websites pertaining to the image and may not be reproduced (except for personal use) without prior written permission from the said author / artist. Most product names are trademarks owned by the companies that publish those products. Photos sent to Figure Painter Magazine will be treated as offered unconditionally for publication and copyright purposes and are subject to editing and comments by the editors. Please ensure that all photos have credits attached if necessary. All rights reserved. No part of this publication may be reproduced without prior consent from Figure Painter Magazine.

Phew! Issue number two already. I would like to thank everyone for making issue one a great success, it far out-did my initial expectations and the feedback in the majority has been very complimentary for which I'm very grateful. Where it hasn't been so complimentary I'm even more grateful because your comments have pushed us to strive harder for your loyalty. You asked for more tutorials, higher resolution, longer interviews, well you have it in this whopping seventy two page issue. Other issues that were raised have been addressed in the new mailbox section were you get to have your say about FPM. Please use this feature as it helps us deliver the content you want. The place to send you views and comments is: mailbox@figurepaintermagazine.co.uk

Before I let you get into the magazine and ogle all the great miniatures on show I would like to remind everyone about our facebook gallery. Upload photo's of your miniatures to enter and the image with the highest number of likes each month wins a free resin plinth, courtesy of Model Display Products. On the flip side please don't forget to vote for the images you think are best by clicking its "like" button.

Web www.figurepaintermagazine.co.uk
Email info@figurepaintermagazine.co.uk

CONTENTS

10

19

23

30

HIGHLIGHTS

Headlines
Page 6

Exhibition
Page 64

FEATURES

6	Headlines	The latest news from the hobby
9	Mailbox	Where readers get their say
10	Insight	insider interviews
16	Review	"Norse Lord" Unboxed
18	Gamespace	Regular game review
19	Tutorial	Simple NMM technique
23	Gamespace	Beaming in another game
26	Review	"The Rook" Unboxed
30	Exposé	What's hot this month
36	Tutorial	Tale of Two Kitties
45	Market Place	Tools roundup
48	Review	Mil-Mart Miniatures Flats
52	Show Report	May Roundup
56	Tutorial	Malifaux gaming table pt 2
64	Exhibition	Reader image submissions

Painting Seminar by Fernando Ruiz

Fernando Ruiz is pleased to announce the first official Heroes & Villains Miniatures Painting Seminar that will be hosted on August 17-18 2013 at Dark Sphere Game Centre, York Road, London. SE1 7JN. The seminar will be about painting a face on a bust and, if time allows, some other tricks and advice on other areas and textures. "Faces are the hardest part to paint in bigger scales, so my aim is to paint one, teaching the techniques involved and, most important of all, how to read the features of a face and take decisions and choices based on that. It will also cover an overview on acrylics, zenith highlighting techniques, contrast, colour theory, and how all of this affects a face when painting it."

Cost of the seminar will be £110 plus the discounted price of a choice of busts to work on.

More details of the event can be found here.

Michael Kontaros, the sculptor behind the Swiss World Expo 2011 Best in Show "Deck of cards" display has sculpted his first miniature for general release and it's available on indiegogo crowd funding. The miniature, called "Elf Dragon Prince" will be cast in 7 pieces and is 90mm tall and presented in a stylish metal box. The crowd funding project makes it available with several other features at the various funding levels such as the second "Dragon" character, scenic base, Laser cut name plate and A4 original artwork by illustrator George Dimitriou.

As we go to publication the crowd funding has made its money but there is still plenty of time to get into this project and grab yourself a truly stunning miniature. More information can be found here.

The Trollfens: Expansion for Descent: Journeys in the Dark Second Edition

Fantasy Flight Games is pleased to announce The Trollfens, an expansion for Descent: Journeys in the Dark Second Edition that introduces new heroes, monsters, classes, quests, and more! Over the course of its five included quests (playable as side quests to a larger campaign, or as their own mini-campaign), heroes can discover and investigate secret rooms and rumors while the overlord spreads infection and brings a powerful new lieutenant into play: the massive troll Bol'Goreth.

With new heroes, monsters, classes, quests, and much more, The Trollfens is sure to enhance any Descent fan's gaming experience. A rampaging troll is threatening the safety of the realm. Are you prepared to face his fury? Find out when The Trollfens arrives this fall, and in the meantime, visit its website and check back for previews!

TS Hobbies Paint Racks

TS Hobbies wants to help us keep our painting areas clean and tidy with their range of paint racks. There are two ranges, laser cut acrylic and laser cut MDF and both look pretty useful as they fit various paint range paint pots and dropper bottles. For more information visit their website.

KAOSBALL now on KickStarter!

After the success of Zombicide and Guilds of Cadwallon Cool Mini or Not are doing it again with a new board game called Kaosball. Described as a fast paced fantasy sports game of total domination, designed by legendary game designer Eric Lang, the game comes with over 60 plastic miniatures and is a crazy mix of football, rugby and magic and bone crunching action!

Each game takes about an hour, making this perfect for league play over 1 or 2 game sessions - grow your teams as they pick up more special skills, ringers and cash as you vie for the ultimate prize in Kaosball, the Chalice! More information here.

It's a busy month for Spanish based company Scale75. Not only have they released four new miniatures (see page 33), they have also released a new eight pot paint set for wood and leather. Part of their growing range of "Scalecolor", these paints can be used with either bristles or through your airbrush and have a super matt finish. Each set retails for €18.18 and more details can be found on the Scale 75 website.

Astromodel of Italy have recently released a new set of their renown Lifecolor acrylic paints specifically for IDF uniforms. Lifecolor Acrylics have the widest range of colours available and each set focuses on an individual theme such as camouflage gear used by German vehicles during World War II, by the USA-NATO, American camouflage gear used in World War II, etc. More details can be found on their website or their facebook page.

Masquerade Miniaturen and Neihues StudioworX have released a new sculpting medium called BeeSPutty. The new compound has a firm, wax like quality, is bakeable and can be pushed directly onto a wire armature. From the video the putty seems to have some very interesting properties and looks very simple to use. They're so confident that you'll like the putty they're giving away free samples for sculptors to use in a sculpting contest being run in collaboration with Putty & Paint.

The putty comes in 80g tubs and retails for €8.00+P&P. For more information about the putty visit the masqmini website and for contest details go to Putty & Paint.

FIGURE WORLD

2013

Saturday 20th July 2013

HEAVEN FOR FIGURE MODELLERS!

Traders

Huge Display of Figures

Demonstrators

Great Relaxed Atmosphere

All genres of figure modelling catered for

The Great Hall

Oundle School

Oundle

Nr. Peterborough

PE8 4GH

http://www.tbfigureworld.co.uk

Since the publication of Figure Painter Magazine issue 1 we have had lots of great feedback from users on all the major forums. We thought we'd publish some of those here and address the issues brought up. If you would like your say then you can email **MAILBOX** at mailbox@figurepaintermagazine.co.uk.

I look forward to properly reading it and seeing how it develops (I have a gut feeling the price is 'introductory').
tenabrae (**wargamerAU**)

*The £1 price point is very important to us and we plan on keeping it for as long as possible. Making the magazine for £1 has three goals, the first is that it's affordable for everyone and the fact the magazine costs hard earned money means it is **NOT** inconsequential. The third point is to do with piracy. We know it's easy to pass PDF's about but there is an effort in doing so, FPM being £1 is hardly worth that effort.*
FPM pays for it's contents. We feel that this is fair to the writer of the article who has taken the time to impart their knowledge plus it gives them something back for their hobby needs. Because of this the £1 price point doesn't stretch to pay for this content so we have to back that up with advertisements.

Make sure you have articles that deal with a wide range of skill levels and take into account not everyone has bought every issue.
Chrispy (**Cool Mini or Not**)

Commissioning the content is the issue here, we have plenty of writers available at our disposal but the theme of an article is a tough choice. There is also the fact that there are lots of free tutorials on the internet and most of these seem to be aimed at beginners and the last thing we want to do is make anyone pay for content that can be obtained for free.

If you have any specific requests for tutorials or from specific writers let us know and we'll see what we can do.

This may be a silly question, is this a physical magazine or an e-zine?
Grimstonefire (**warseer**), Pandadosmares (**Chest of Colors**), Maxvon_d (**Platoon Britannica**)

Well as you can see we're an e-zine in PDF format. This was chosen as it is the most common form of electronic document so everyone has access to it. There are lots of e-publications out there in various formats and these offer lots of nice special effects but for now we plan on producing the magazine with a traditional magazine feel to its design as most people seem to find this comfortable switching from paper magazine to digital.
Another reason for the traditional magazine feel to the design is that in the future we may offer a printed version of the magazine and this would make the transition easier.

Why can I not buy this without having to register? I'm just so very tired of registering for new sites. You should have a guest checkout since it's digital goods anyway.
Aerethan (**DakkaDakka**)

*The simple reason is that when you buy FPM your downloads are stored for you. If you purchased the magazine without registering an account and then you lost or accidentally deleted your copy of the magazine you'd have to purchase it again and we don't think this is fair. The only people who have access to your registration details is FPM and we **WILL NEVER** sell this information on.*

So far I like it. I think my biggest gripe would be the limited downloads of the purchased doc. They track my purchases on my account and so I don't understand a model that would limit my access to something I paid for. With the issues around portable device failures and stuff and getting new devices, a more open model to availability I think would have been better. Instead I now need to also backup these magazines on a personal cloud storage myself.
jlong05 (**DakkaDakka**), Taarnak (**DakkaDakka**), Azazelx (**DakkaDakka**)

The main reason for the limited number of downloads is the site software requires a number. We chose three as the total to help protect us against future piracy. Also that we thought that a majority of people have 3 devices, a computer, tablet and smartphone.

We have listened to your comments and from issue 2 the number of downloads available will rise to five.

I initially had difficulty opening the download file as it had a .bin file extension, however once I renamed it a ".pdf" it opened fine on my tablet. Being able to download it 3 times is a bit odd. However I emailed it to myself so I have a personal backup in case I loose internet access or my tablet.
I liked the unboxing's especially as I'd heard of neither company. I would really like to see some painting or sculpting tutorials if possible.
I will definitely download the next issue and see how it goes.
edlowe (**DakkaDakka**)

The document losing it's filename is a problem we are aware of. It seems some browsers and devices are dropping the ".pdf" file extension. We have spoken to the store software developers and our webhosts and none of them can answer why this is happening. The only thing they suggest is to make sure all your devices and apps are up-to-date.

*The "Unboxing" reviews are an important source of articles for our readers as like **edlowe** states, they introduce new ranges of miniatures to our readers. One thing I'd like to say about these articles is that we, the magazine have nothing to do with choosing what items are being reviewed. We don't approach any company before the review is done and don't accept "freebies" to review. They are most certainly **NOT** advertisements for specific companies so the views shared in the articles, good or bad are totally unbiased and based on exactly what anybody who buys the product will face.*

INSIGHT
interview with **Chris Clayton**

Place of Origin: Birmingham, UK, Earth

Years Painting: 29-30 years

Major Awards: Euromilitaire 2007, Bronze (fantasy), Euromilitaire 2008, Gold (fantasy), Euromilitaire 2009, Gold (fantasy), Euromilitaire 2009, Gold (fantasy), Euromilitaire 2009, Silver (military up to 65mm), Euromilitaire 2010, Gold and Best of Show (fantasy), Euromilitaire 2011, Gold (fantasy), Euromilitaire 2012, Gold (fantasy), Golden Demon 2003, Silver (large-scale), Golden Demon 2009, Gold (large-scale), Golden Demon 2009, Silver (fantasy single), Golden Demon 2009, Silver (open), Golden Demon 2010, Gold (fantasy monster).

Future Plans: Continue to expand Gigantic Miniatures, continue to explore new areas of the hobby and continue to feel guilty every time I'm away from the workbench ;)

Since blowing everyone away with his Forge World Ultramarine Conversion and then taking a Best in Show at Euromilitaire back in 2010 Chris Clayton, aka Gigantic Dark produced a range of limited edition 120mm miniatures, but then disappeared. Well he's back!

Q1: *It's been a while since your limited edition 120mm figures were released and for a long while there was the cryptic message on the Gigantic Miniatures website declaring your return, so please tell us what you have been up to?*

A1: The first incarnation of Gigantic Miniatures was a great experience with a huge learning curve for me. I had wonderful support from some loyal customers but eventually the whole process made some massive demands on my time and resources so I thought, once the current set of figures sold out, I would take stock of my previous experiences with GM and assess what worked and what didn't.

Now, with substantial investments in time and a production facility I have re-launched Gigantic Miniatures with a new website, a new range and a renewed focus that hopefully satisfies my original intentions.

Q2: *So, what can you tell us about your new range?*

A2: The new Fell Empire figures are a range of 1/35 scale fantasy figurines. They are an extension of the previous larger scale 120mm figures offered by Gigantic Miniatures in that they follow my fascination (obsession) with characters and narratives prevalent in classic role-playing games. I wanted to draw upon this rich 'mythology' and present an 'Empire' populated with adventurers and all manner of monsters, that will not only be familiar archetypes to figure painters but also demonstrate a contemporary aesthetic and level of quality expected by a modern audience.

I have chosen 1/35 scale as this allows me to include an appropriate level of detail and proportion necessary to portray the characters accurately and to a standard that I am happy with. I have had a lot of interest from many different types of modeller and I believe that 1/35 occupies a 'middle ground' that satisfies the size/scale issue. Hopefully they will appeal to miniature painters and open up possibilities to modellers who may not have ventured into the realms of fantasy before. Also it means that when it comes to substantially larger beasts and monsters they will remain manageable and more importantly, will be easier and less expensive to produce.

Q3: *We've seen some of the adventurers for the Fell Empire range but you mentioned monsters, do you have any of those planned as a possible future release?*

A3: The adventurers play an important role in the range as they form the foundation of the narrative: a group of disparate characters joining together to journey through a land of peril and adventure. However there is no peril or adventure without the presence of enemies, beasts and monsters, and these foes will contribute to a large part of the expanding range. Without giving too much away, these poor adventurers can expect to encounter everything from 'ankle-biting' vermin to some truly 'gigantic' terrors and given the unpredictable nature of these monsters you never know quite when they'll suddenly make an appearance!

Cleric

Q4: *Sounds exciting and I can't wait to see what you have in store. About the Fell Empire, have you a background all planned out or do you draw on lots of different generic fantasy sources for its inspiration?*

A4: The Fell Empire is as much of an adventure for me as it is the characters I am creating. As I mentioned previously there is a conceptual narrative to the Fell Empire based around a group of adventurers journeying through a terrible land. Along the way they will evolve, encounter evils and monsters as well as allies. It's a simple quest and as the range grows so the cast will become richer, more varied and complex.

The figures are designed in accordance with this narrative, each of the characters having some sort of 'history' within the world. The armour they wear and the equipment they carry is particular to each individual, giving them a purpose and a sense of belonging rather than being created just for the hell of it. This form of 'method' sculpting is something I have explored before in my competition entries such as the Giantkiller and the Dragonslayer.

Obviously the Fell Empire characters and monsters will follow many generic archetypes found in RPGs, literature and video games etc. But I personally find the fantasy genre to be a little like Jazz, inasmuch as at their foundation lay a set of 'standards' and it is the re-interpretation of these standards that I find so exciting. The concept of the Fell Empire is growing all the time as I sculpt and make copious notations. Some of these ideas will no doubt come to fruition in time while others may form the basis of future ranges.

Q5: *You mentioned a couple of your other pieces so I'd like to move on to the hobby in general. You amazed us with your 1/15th scale Ultramarine which won a Gold Medal at Euromilitaire in 2009. You then blew us all away with your Dragonslayer which won Best in Show at Euromilitaire 2010. Next came your Clan Rat which took a Gold Medal at Euromilitaire 2011 (there is a pattern building there…) Do you plan to still participate in competitions or will concentrate all of your efforts into producing your miniature ranges?*

A5: I really enjoy participating in competitions. They are a great way to meet some splendid people and see some astounding examples of work. Euromilitaire in particular has become an annual fixture for me and I think as a competition it really brings out the best in the entrants. Although Gigantic Miniatures demands a huge commitment at the moment and I am also working through some personal projects for Modelworks (ccmodelworks.com), I still intend to produce some competition entries. I love being able to 'let go' and enjoy the creative freedom a unique one-off piece allows. It's an exciting way to experiment with new techniques and materials and not worry about the production viability that the commercial GM figures

Elf

Dragonslayer

Ultramarine

Giantkiller

have. That's not to say the two are mutually exclusive. Last year's 'Bring Down the Beast' entry at Euromilitaire showcased some of the new Fell Empire figures and was a good way to gauge their potential.

After weeks of research I've finally started this year's competition piece, which hopefully will demonstrate a slight change of direction for me. As always I'll use it as an opportunity to push myself creatively and who knows, it may even inspire a new range for Gigantic Miniatures.

Q6: *I, like many others look forward to seeing what you come up with. Going back to your influences and the original concept of the 120mm range, what got you into the hobby in the first place?*

A6: I have been asked that question many times and I usually come up with a different answer each time. I think, as with so

Fighter

Magic User

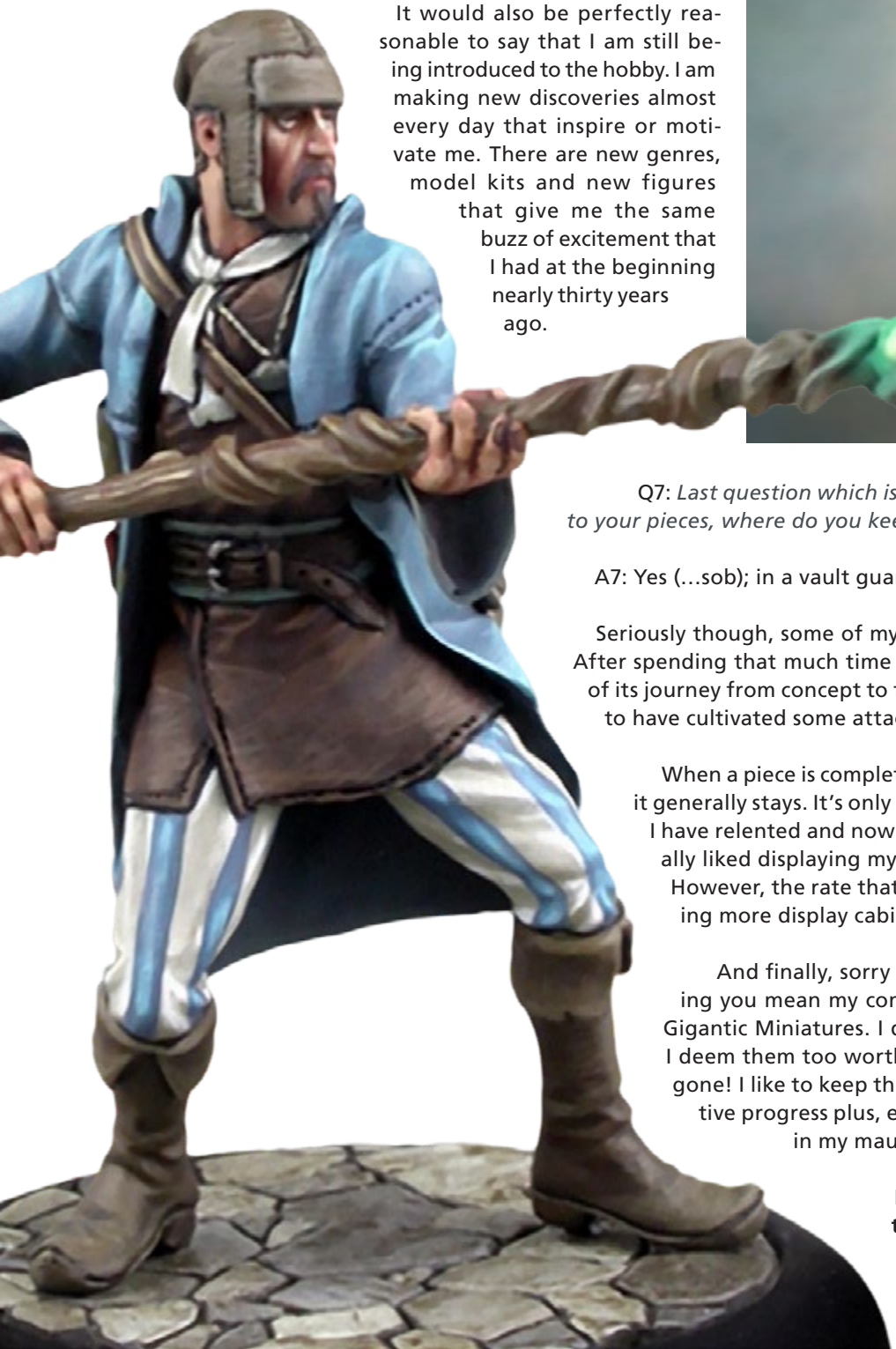
Magic User

Barbarian

many of us in the hobby, that our introduction is a combination of elements, usually involving some nostalgia. For me it was amongst other things seeing some painted figures in a shop window and discovering a fantasy modelling magazine in a local comic store, but even as I write this I can attribute manifold slices of my past that would all constitute as influences. If you want the 'directors cut' answer to the question I suggest heading over to my blog at ccmodelworks.com where I have several entries examining my introduction to the hobby.

It would also be perfectly reasonable to say that I am still being introduced to the hobby. I am making new discoveries almost every day that inspire or motivate me. There are new genres, model kits and new figures that give me the same buzz of excitement that I had at the beginning nearly thirty years ago.

Sorceress



Q7: *Last question which is in three parts. Do you get emotional attached to your pieces, where do you keep them and can I have them?*

A7: Yes (…sob); in a vault guarded by ninja and NO!

Seriously though, some of my pieces can take up to six months to complete. After spending that much time and effort, going through the highs and lows of its journey from concept to finished article, it would be inhuman of me not to have cultivated some attachment, emotional or otherwise.

When a piece is completed I will construct a custom box for it and there it generally stays. It's only recently that, from some badgering by my wife, I have relented and now keep my pieces in a glass cabinet. I've never really liked displaying my works; maybe it's the 'emotional attachment'. However, the rate that I am working at the moment I'll soon be needing more display cabinets!

And finally, sorry but no you cannot have my models. I'm assuming you mean my competition pieces; by all means feel free to buy Gigantic Miniatures. I don't give away or sell my pieces, not because I deem them too worthy or precious but once they are gone, they're gone! I like to keep them around as they serve as a record of my creative progress plus, eventually I'll need them to be interred with me in my mausoleum!

I'd like to thank Chris for taking the time to do this interview and you can find his miniatures here.

Unboxing Andrea Miniature's Norse Lord

800 A.D.

By Marta Slusarska

© Andea Miniatures

Material: White Metal
Product Code: SV-02
Scale: 1/32 (54mm)
Price: 27.96€
Available from Andrea Miniatures
www.andreaeurope.com

Vikings... Mighty warriors, fearless explorers, and well yes... Ruthless and merciless plunderers. But despite this less honourable part of their history, they still are one of my favourite historical subjects. Anyway guys let's be honest here, who was completely innocent back then?

I can't really put my finger on what's making them so interesting for me, but the fact is I can rarely pass by a Viking figure without immediately wanting it in my collection and this particular Viking is really close to my heart.

A warrior sitting on his throne, all serious, deep in his thoughts, probably planning his next conquest, really tells me a story.

The 54mm mini is made by Andrea Miniatures, as a part of their range 'The Vikings' which as a whole is a feast for all fans of that particular period of time, and nation.

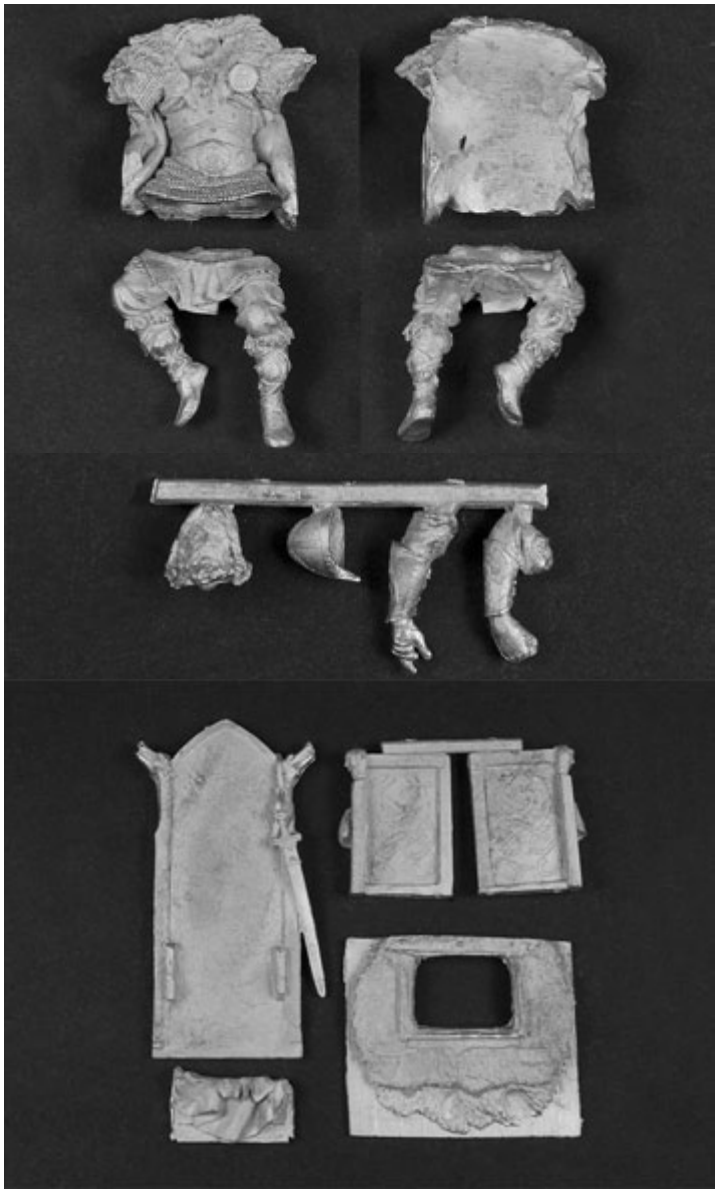
As you can see, the parts are packed very well with a thick sponge, so there is no chance that anything can move inside, or get damaged during transport.

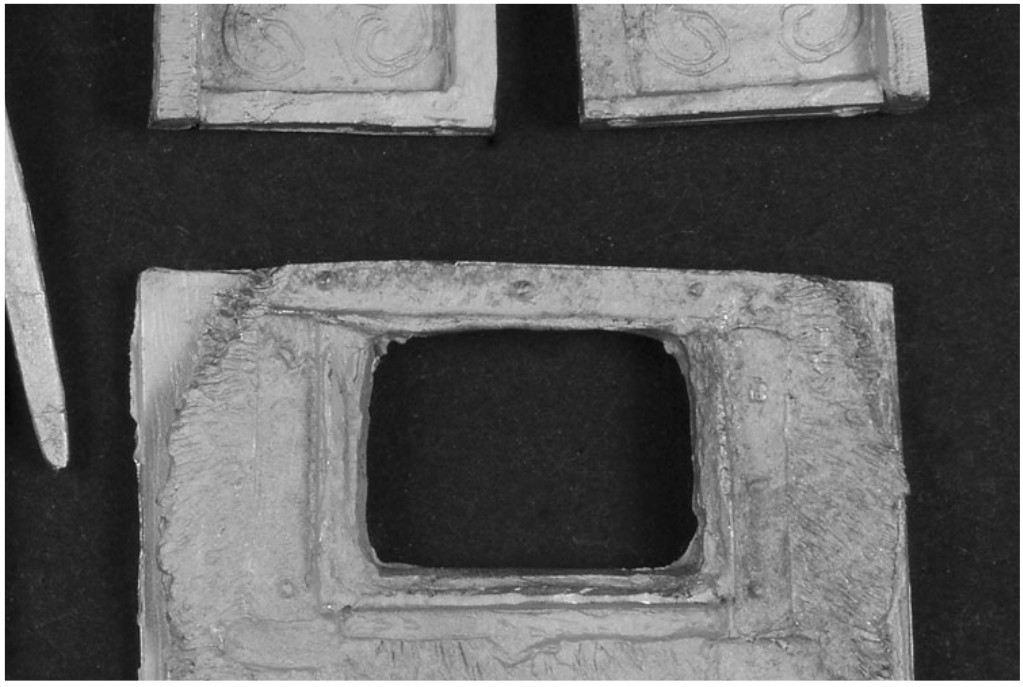
Quality of the cast

As far as I can see, the quality of the mini is pretty good. Details are crisp with a smooth surface and mould lines are easy to fix. Of course some amount of cleaning and filling will be required, but there is nothing that a hobbyist couldn't handle. In fact it all looks pretty easy to fix.

It is also a good thing that all the parts are thick enough that nothing should bend.

Below you can find a few close-ups of the details





Assembly

From what I see now, assembly will be quite tricky.

First, we need to make sure that the throne is built properly and straight. That's the most important part, as the whole miniature is more like hanging on it than sitting. The mini is flat at the back, so there is nothing to rest on the seat. In fact there is no seat just the side parts.

Some locating pins have been provided to help with assembly but I'm not sure if they are big enough to hold the throne together safely. I'd suggest drilling at least one deeper hole in every part and replacing the pin, to make sure that everything will hold. It looks like the pins and holes are in the right places, so we don't have to worry about mapping holes.

When the throne is ready, we can start assembly of the mini. Also here we need to be careful. Both arms need to rest on the arms of the throne naturally, but at the same time, his check needs to rest on the right fist. We should also make sure that his feet rest in the little recesses in the fur on the floor, to make his pose look more natural.

Overall Opinion

The Norse Lord is a beautiful miniature, full of character, and a bit different than anything we can find on the market. I personally especially love the pose of this miniature, deep in his thoughts, blasé, but still dangerous and powerful.

Maybe not the easiest miniature to assemble, but it should be very rewarding when it comes to painting.

None METALLIC Metal

Words & Pictures by
Jarek Drabek

Hello painters, ladies and gentlemen. My name is Jarek Drabek, but on the web everyone knows me as Camelson. I've been a painter since 2006 and in 2011 I achieved the greatest success in my life – I won two Golden Demons at GD Germany.

I will show you a simple tutorial on how to paint NMM on an axe. It is really simple but very effective. There will be 11 steps.

I used 6 paints from GW and Vallejo Model Color:

- GW Abaddon Black (AB)
- GW Skull White (SW)
- GW Scab Red (SR)
- GW Mournfang Brown (MB)
- Vallejo Light Grey (LG)
- Vallejo Turquoise (TQ)

1 Base coat. I used Chaos Black spray from GW. After covering the mini with spray I paint the whole axe with Abaddon Black (AB).

2 I mixed Abaddon Black (AB) with Light Grey (LG) in the proportion of 70% (AB) and 30% (LG), and painted the parts of the axe where it will be light.

3 Add a little more LG to the mix of AB and LG and paint these areas again like on pic 3. Don't worry about a bad looking transition, it will be smoothed in the next steps.

4 Repeat the same thing as in step 3. With another drop of LG to the mix.

5 The same as in step 3 and step 4 but now only with LG paint. I used two glazes of LG in this step. Glaze is a technique where we use a wash like a normal paint. Just mix water with a little LG paint about 80% water and 20% paint and with this wash paint/glaze painted parts. And very important — glaze the area between black and grey as this will hide a bad looking transition.

6 This is a simple step where we must paint all the edges of the axe. It is not important but it will help us to find final contrast between dark and light areas.

7 Middle shades. I don't know whether it is a good word but I call it that what you will learn in step 7. ☺ Middle shades is a place between shadow areas and light areas. (See pic 7). I use Mournfang Brown to paint middle shades, I also used the glaze technique to paint them. It takes a little time but don't give up! ☺ Use many layers of glaze to achieve the effect.

8 In middle shades of other areas I have used Turquoise. Also in this step we will start painting the highlights on the grey areas. Still using the Light Grey paint (pic 8) use as many layers as you think it needs, I put about 3-4 layers on for this step.

9 Paint again every edge with a mix of LG and SW 50% on 50%. I also painted the other details at this stage.

The last step is where we must paint the white highlights to improve the edges and to add some battle damage.

10 This is a long step, first highlights. There will be few layers, first layer with mix of SW and LG 50% on 50%. For next layer you must add more white and paint another layer, then add more white with every layer until you decide that the highlights are done. I also improved middle shades and edges at this point. It is almost ready NMM ☺

11 Highlights: Mix SW with water and glaze light areas to a stage that you decide that it is finished. I used about 3-4 layers, improve the edges with only white paint and put a little drop of white in the crossing of edges to underline the highlights. Last thing is the battle damage. It is a VERY simple step but also very effective! Just mix white paint with water 50% on 50% maybe a little more water and take your thinnest brush and paint fine lines anywhere you want, but not too much ☺

Association of miniature collectors, modellers and tabletop wargamers "Agram"

Dear friends, it is time for the,

11th annual
Agram Arena
Summer Tournament

We are in the second decade of organizing Arena events and this year's Agram Arena Summer is going to be held over two weekends.

13-14th of July 2013 -Malifaux International tournament + Demo Games / Open play (Infinity and LOTR SBG on Saturday 13th; Flames of War and Warmachine on Sunday 14th)

20-21th of July 2013 – Warhammer 40K International tournament + **Black Queen** Hobby and Miniature Painting Competition

Location:
MS "Cvjetni trg", Miskecov prolaz 3, Zagreb, Croatia.

Entry: ***FREE!***

Refreshing drinks for all players will be free during the tournaments. Accommodation for Saturday night is also free for the 1st time comers (read more in the rules)!
Lunch is available at the price of 75 Kn (around 10 Euro) for both days (= 5 Euro/day)!

Check out the tournament rules & other info with background:
http://www.ums-agram.hr/app/webroot/dokumenti/AAS2013.pdf
w/o background (printer friendly)
http://www.ums-agram.hr/app/webroot/dokumenti/AAS_2013_print.pdf

Official languages of the tournament will be **English** and **Croatian**.

Registration:
40K - from 1st of June to 15th of July
Black Queen - from 18th of June to 15th of July (not neccessary - see the rulespack)
Malifaux - from 1st of June to 7th of July
Demo Games / Open Play - from 7th of July to 12th of July
(you can find guidelines on registration in the rules, check out the above link).

If you need any other information please contact us at **ums.agram@gmail.com** or GSM **+385 91 7620584**

Start your summer holidays in one of World's favourite tourist destination - ***Croatia,*** by participating in free International tournament!

Welcome!

List of sponsors:

Figure Painter magazine
Grad Zagreb
Ravnice youth Hostel
Carta Magica
Hangar 18 Miniatures
Wamp
Ka·Bu·Ki Models
Scale75
Sergeant-Blackart
www.phegasar.com Miniatures and much more
Infamy

Star Trek Fleet Captains is a tactical space combat game set in the expanded and thankfully JJ Abrams Free, prime universe of Star Trek.

Introduction

This is a game that takes elements from all the eras of Star Trek, from Kirk to Janeway (so basically no Archer, what a damn shame) with lots of film and TV references with some being well known fan favourites and others coming from a single character that was in one episode and only the really die hard Trek fan in the group recognizes. You know which guy I'm on about, quick tip if at this point you don't know who the biggest Trekkie in your group is then it's probably you.

So what can you expect from Fleet Captains? Well this is a fairly fast paced exploration and combat game where you will build your fleet and decks of special cards then use them to try and complete as many missions as possible. Combat is simple to work out but has enough opportunities to make decisions and play cards for it to never be a certainty, couple this with rules for adding replacement ships once you lose one and you are never out of options.

Components

The first and possibly most important components are the ships. You get 24 plastic ships, 12 Klingon and 12 Federation spread over the various time periods of the shows, including the classics such as the Bird of Prey, Galaxy Class and Constitution Class as well as more specific fan favourites like the Neg'vah and Prometheus.

Each ship comes on its own unique flight stand and base which contains all of the stats for the ship and can be rotated or clix (see what they did there with the clix system) to show different stats depending on

what you want to prioritise i.e. you may pump all you power into weapons but leave shields, sensors and engines really low or you could go for a balanced distribution if you like. Each ship has multiple options for each alert level; white, yellow and red which you change when you take damage so the more damage you take the worse the stats are on your ship.

U.S.S. ENTERPRISE NCC-1701-E
SIZE: 8
NINE LIVES: If Enterprise is destroyed, roll 2 dice: On a roll of 12, it is not destroyed. Instead, return it to your Reinforcements Pool at Red Alert status.
SCI: 3
INF: 2
COM: 1
FEDERATION SHIP
FEDERATION SHIP DECK
I.K.S. NEGH'VAR
SIZE: 8
BATTLESHIP: If Negh'Var takes damage in combat while in Yellow Alert or Red Alert status, roll 1 die: On a roll of 6, the aggressor also takes 1 damage.
SCI: 1
INF: 2
COM: 3
KLINGON SHIP
KLINGON SHIP DECK

Each ship also has a corresponding card with all of its stat options in a table for reference (or for those of us that just don't want to keep clicking especially when it's a tight clicker) as well as the special rules for the ship.

So what are the ships like I hear you ask? I am very impressed with the detail on each ship, it's not crazy levels of detail but for simple moulded ships there is plenty there to paint and really bring the ship alive. You can, for example, paint individual windows as lit up on the Enterprise or different panes of red on the Bird of Prey just like in Voyage Home if you wish.

These ships are an excellent challenge if you are looking to practice lighting effects and glows as every Federation ship has nacelles and deflector dishes and getting a Klingon photon torpedo launcher to glow orange like it is about fire is not as easy as you think.

Other components included are tokens, dice, player boards and a hexagonal deck of space locations which have a universal back so you have to explore them to see what is on the unexposed side; exploring boldly is optional at this point. Most of the locations are unique with only "open space" being common and that is needed to break up all the encounters.

The other components are the 200 plus cards, there are ship cards as I have already mentioned as well as encounter cards which form a deck that you might draw from when exploring new locations. Some are missions that are worth points, others are challenges to overcome and one is freaking Tribbles, that's right people Tribbles! This is clearly before the great Klingon crusade, or possibly after the first 99 adventures of the Sisko, either way they are here and once you have them they will mess up your ship and you will end up trying to beam them onto an enemy ship, so awesome. Every single card in this deck is based around something from the Star Trek Universe and comes with a photo to help jog your memory of life before you discovered girls. No generic rules here, these are made by Trekkies for Trekkies and are totally fantastic.

The other cards are 10 decks of 10 cards for each faction. Each deck is designed around a certain tactic or play style and you will pick four of these decks each game meaning you can play a different game every time. Fancy going for big ships and aggressive actions then take the flagships and House of Martock decks, no? Fancy a tactical game with tricks and diplomacy to get you out of trouble then it's the sensors and Picard decks. Orion slave girls? Kirk deck, where else? Each card

JAMES TIBERIUS KIRK
COMBAT
CREW
COMBAT: +4 Shields
CAPTAIN: +2 Weapons
Whenever this ship completes an Influence Mission, you earn 1 additional VP.
"Risk... Risk is our business. That's what this starship is all about. That's why we're aboard her." -James T. Kirk
CAPTAIN KIRK DECK
JEAN-LUC PICARD
COMBAT
OPS
CREW
COMBAT: +3 Shields
MOVEMENT: This ship or Task Force automatically succeeds at one Breakaway or Evasion Roll.
CAPTAIN: +1 Weapons and +2 Sensors
"Engage." -Jean-Luc Picard
CAPTAIN PICARD DECK

here also has photos from the show based around its style or flavour. Crew members make an appearance and the only captain to get snubbed is Sisko, you get the Defiant or Sisko not both apparently (must be some rule about too much awesomeness in one place). Still, it feels like there should be a rule that if you take Wesley Crusher then maybe you should get Sisko for free, guess not.

Gameplay

The game is split into alternating turns where each player will take three actions then pass to their opponent to do the same and back and forth until someone reaches 12 victory points. Objectives are generally worth 1 or 2 VP with silly ones worth 3 or 4. Blowing up an enemy ship is worth 1 VP as is building yourself a spaceport, each ship can only activate once and may make a free power adjustment (clix) before or after any action, each ship may only take one action a turn, movement is nice and unique, you total up your engine value and this is how far you can move. Each hex has a size rating, moving in costs one point of movement carrying on and moving through costs a number of points equal to its size so moving through a part of space with a black hole usually takes all your turn but flying around it might be quicker. I like this mechanic as you end up forming corridors for movement that are quicker but are also great places for cloaked ships to wait in ambush.

Combat is an opposed check which means both players will get to play a card to add to their weapons stats or add an ability and will then roll a dice and add their weapons or shield value to it, if the defender wins then nothing happens but if the attacker wins then the defender must go down one alert level, if the attacker doubles the defenders result they inflict two levels of damage and tripling the result will kill the enemy ships in one shot. This leads to fights where a defender knows they are in trouble but can pull out all the stops because every plus one they get means the attacker needs a plus three to one-shot to destroy them. Unopposed checks are the same but against a set stat like sensors 15 to pass.

You can do lots of things you expect here such as stripping off away teams, scanning stars, dealing with Q etc. and lots of the early game fun comes from exploring the stars around you and having encounters.

The missions themselves are split into three types - military, scientific or territory, these can range from controlling a certain amount of territory and systems to destroying an enemy flagship with a weaker ship. A nice feature here is that each ship comes with a mission spread on it, based on what it is good at and that tells you how many of each type of missions to add to your deck. Take lots of science ships and you will end up with a majority of science missions.

Conclusions

This is a really fun game that grabs you by the throat from the first torpedo and doesn't let you go until the final away team is back aboard. Each turn you have choices to make but never enough actions to achieve everything so you need to set things up for later turns. Combat is quick and simple to work out and every little extra the defender adds increases the amount your opponent needs to one shot you dead by three.

The missions are varied and interesting meaning you are unlikely to encounter the same one multiple times.

This game is dripping in theme and at every stage there is some reference to an episode which is fantastic for the Trekkies out there but it is so well interwoven into the game that non-Trekkies can play and still enjoy without losing anything from the experience.

The level of customising in the individual play styles of each faction and fleet choice is superb meaning that each game is unique from game to game and opponent to opponent. if you want a tactical space battle game with so much theme attached and the best Star Trek miniatures on the market then this is the game for you.

Unboxing
Industria Mechanika's
The Rook

By Mario B Delgado (mbd)

Material: Resin
Scale: 1/35
Price: $115.00 +P&P
Available from Industria Mechanika
industriamechanika.com/blog/

Industria Mechanika is an online blog and shop that specializes in limited edition models generated from Computer Graphics art.

Some of the initial models have a taste of steampunk to them and this initially helped to bring the company to everyone's attention. Also, the development of some very popular CG designed miniatures in different scales (1/20, 1/32 and 1/35) helped to increase the interest in Industria Mechanika.

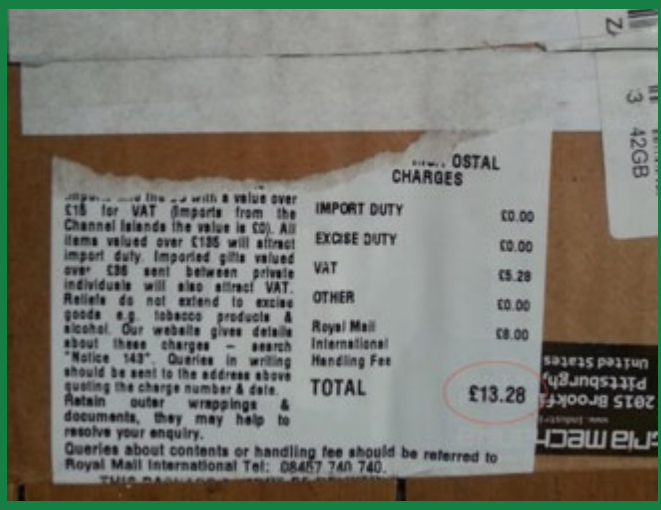
As it is their norm they tend to advertise future projects well in advance to the model being produced. They bring the concept and plan the project quite well so you know exactly

what to expect on each step. Once the order is placed the communication between company and shopper is just right.

A few months ago they advertised the release of their first land Mecha and I was interested, despite the price, so I ordered one. This arrived via post and the first thing to remember when ordering from USA is the Import Tax!

The box is big as the model is 1/35 scale, but well protected. Inside the box there is a body, a big bag of pieces, the two bags with the pilots, the building instructions and the photo- etched parts and wire.

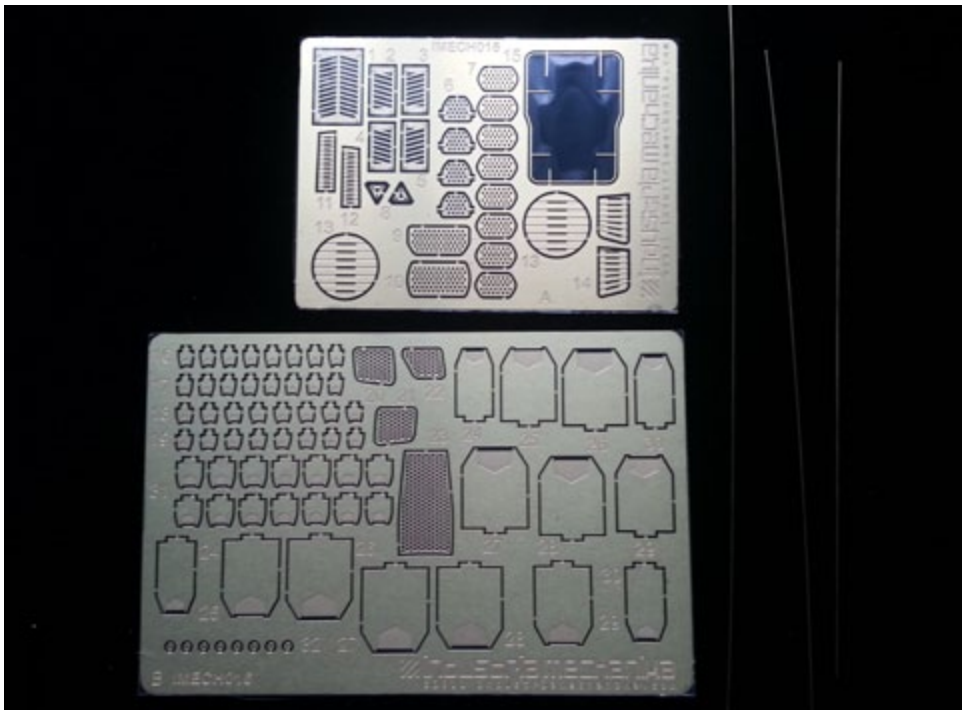
The instructions are clear and simple and a great welcome after seeing the big bag of parts!


OSTAL
CHARGES
IMPORT DUTY £0.00
EXCISE DUTY £0.00
VAT £5.28
OTHER £0.00
Royal Mail International Handling Fee £8.00
TOTAL £13.28
Queries about contents or handling fee should be referred to Royal Mail International Tel: 08457 740 740.

Beware of the tax man!

The box is big, but well protected.

Inside the box.



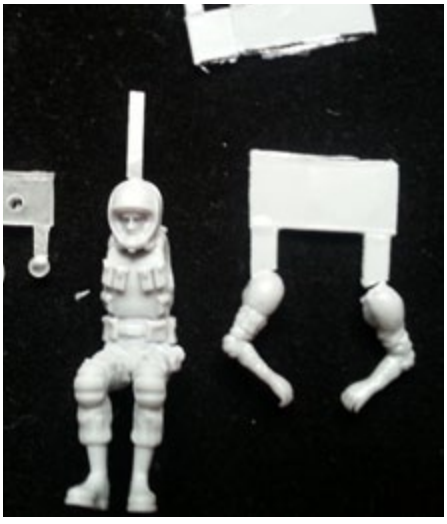
The photo-etched parts are nice and crisp.

The body is the largest of the resin parts and is well cast but with some mould lines on the sides and some large bits of resin to remove where the mould has been "gated" but overall the casting is very nice and crisp.

Sides

Bottom

Detailed flash lines and blocks on the back of the exhaust of the body.



The two pilots are nice and simple.

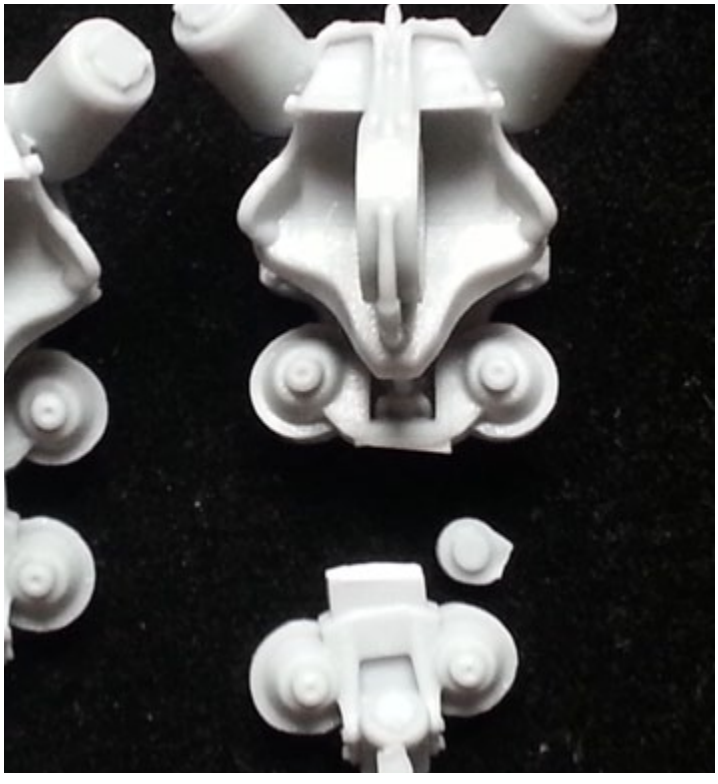
Next is the "big bag" of parts. There are 102 pieces cast in grey resin making this one of the biggest quantities I have seen recently and despite being all jumbled together only one piece had a bit of damage which, fortunately will be easy to repair.

The Jumble

All in order.

The large number of pieces is overwhelming because of the intricate detail of each of the legs, and there are 4 of them. The main column and the seats as well as the cover of the cabin are the biggest of the pieces

Overall "The Rook" is a complex model; it's well cast and a great concept. Pricey but exclusive.... and beware of the tax man!
MBD


The only damaged piece.

EXPOSÉ is where Figure Painter Magazine highlights the very best new releases from around the Figure Painting hobby

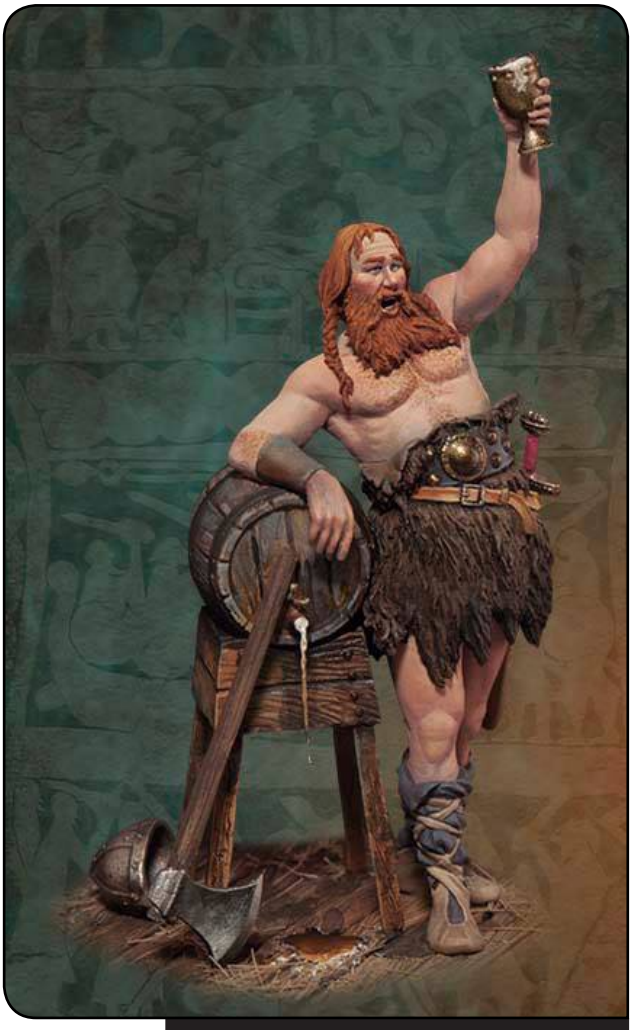
Delaware Warrior, XVIII Century
Company: Pegaso Models
Scale: 90mm
Contact: www.pegasomodels.com

Germanic-Roman Warrior, 1st Century A.D.
Company: Pegaso Models
Scale: 75mm
Contact: www.pegasomodels.com

Aranel
Company: Ares Mythologic
Scale: 54mm
Contact: www.aresmythologic.com

Pirate Seas Caribbean, 1670
Company: Ares Mythologic
Scale: 75mm
Contact: www.aresmythologic.com

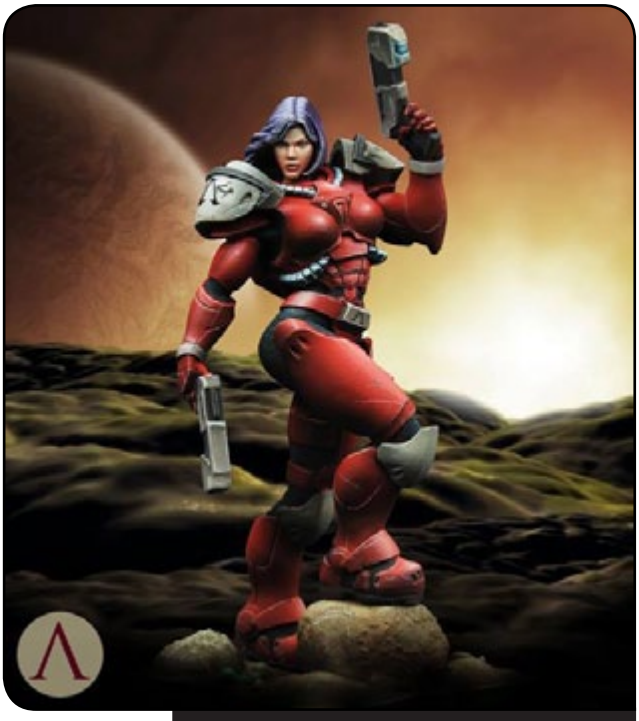
Jetgirl
Company: Studio McVey
Scale: 33mm tall
Contact: studiomcvey.highwire.com



Prosit! Viking warrior c. 900
Company: Andrea Miniatures
Scale: 54mm
Contact: www.andreaeurope.com

Bear Man
Company: Andrea Miniatures
Scale: 1:10 (165mm)
Contact: www.andreaeurope.com

German Fallschirmjager (MC1944)
Company: Young Miniatures
Scale: 1:10
Contact: www.young-miniatures.com



Operator 31 "Bitsie"
Company: Scale75
Scale: 75mm
Contact: www.scale75.com

Fink Draad the Riff
Company: Scale75
Scale: 75mm
Contact: www.scale75.com

Doctor Watson
Company: Scale75
Scale: 75mm
Contact: www.scale75.com

Mohawk Militia
Company: Scale75
Scale: 75mm
Contact: www.scale75.com

Judge Dredd
Company: Dark World Creations
Scale: 35mm
Contact: www.darkworldcreations.com

Judge Giant
Company: Dark World Creations
Scale: 35mm
Contact: www.darkworldcreations.com

PSi Judge (male)
Company: Dark World Creations
Scale: 35mm
Contact: www.darkworldcreations.com

Maelee the Mechanic
Company: Bombshell Miniatures
Scale: 32mm
Contact: bombshell-miniatures.highwire.com

Tepeyollotla
Company: Bombshell Miniatures
Scale: 32mm
Contact: bombshell-miniatures.highwire.com

Tillie Fighter Pilot
Company: Bombshell Miniatures
Scale: 32mm
Contact: bombshell-miniatures.highwire.com

Laurel & Hardy

Company: Garage Kit

Scale: 6 inches tall

Contact: andyiria69@hotmail.co.uk

Thief of Hearts #7 - Cleric

Company: Dark Sword Miniatures

Scale: 32mm

Contact: www.darkswordminiatures.com

Barry Ford

I have always had a desire to create and from a very early age usually had a pencil in my hand drawing something or other. Around the age of seven I discovered model kits in my local newsagent and have been hooked ever since. My love of science fiction and fantasy stems from watching Thunderbirds and the other Century 21 productions as a small child and has grown from there to include everything from Lord of the Rings to Star Trek to War of the Worlds to Sherlock Holmes and beyond.

In my late teens SF&F related kits started appearing on the shelves of my local model shops and I found a perfect combination of the great passions of my life. As time went by I discovered limited run garage kits finding that figure kits were available as well as hardware and have never looked back since.

I have always enjoyed stepping out of my comfort zone with regard to modelling and am ever eager to try out new techniques: by doing this we learn and develop our skills and become a better modeller. No matter what skill level we are at I believe there is always something new to be learnt from our peers or by experimentation.

A further development of my modelling came with the desire to have a model tell a story and so I started building unique bases for my models rather than have them stood on a plain stand to give them a sense of context and scale. This then developed into diorama building, which is where I like to focus my energies at the moment. I build in all scales but am particularly fond of 1/35th as it is a perfect scale to combine figures, hardware and buildings in the same scene and not have a diorama that takes over the dining room (never a good thing if you want to keep in your significant other's good books).

I started writing professionally for Science Fiction and Fantasy Modeller magazine in 2008 and my first book "How to Build Better Dioramas" was published at the beginning of 2010. I have never been a particularly competitive type but I was cajoled into entering the model contest at the first annual UK Garage Kit Show in 2010 and walked away with the best in show award. I have also contributed to all of the Steampunk Modeller books to date and find that I love the freedom the genre allows to combine weird and wonderful ideas and the opportunity for storytelling it brings with it.

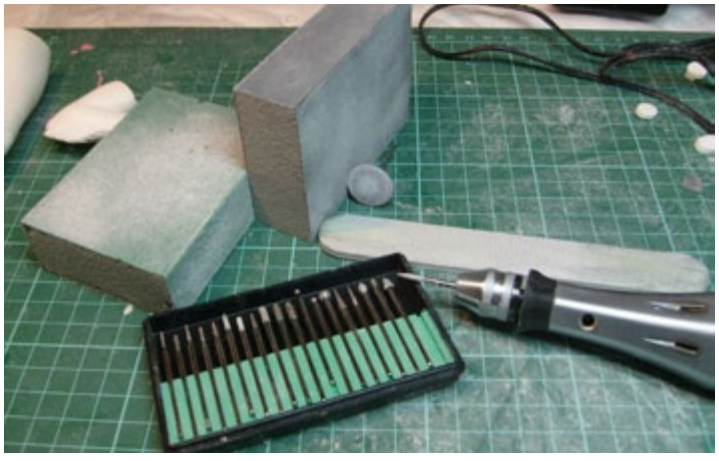
A Tale of Two Kitties: Part 1

Over the last few years the world has changed in many ways: not least for the modeller. Whilst some of the changes have been for the worse, there have also been a lot of changes for the better. I'm sure that you, like me, mourn the loss of the high street model shop and being able to take a short journey into town and be confronted with shelves stacked high with kit boxes. Sadly, due to interest in modelling declining and the homogenising of the world's high streets into clone towns selling the same mobile phones and fashion items wherever you go, physical model shops are few and far between. However, the introduction of the internet has opened up all sorts of new opportunities, with the ability to pick and choose any model available anywhere in the world with just a click, and credit card bill, away. We now have the opportunity to communicate with our peers in an easy and quick manner through e-mail and modelling forums that doesn't even require us to set foot outside the front door or join a club (to paraphrase Groucho Marx: why would I want to join a club that would have me as a member?). And I would never have thought it possible all those years ago when I was rubbing down Pamela Anderson's thighs (the Barb-Wire model kit) that I would be in direct communication with its sculptor, John Wright and be able to buy model kits from him in New Zealand. For those of you not familiar with John's work, he is a very talented individual who seems naturally able to ooze sex appeal into chunks of resin and create some of the most exquisite examples of the female form in small scale.

When I first saw these two kits I started thinking of a backstory for a diorama: after a long evening of crime fighting or cat burglaring, depending on how the mood takes you, you need to wind down, relax with a glass of lemonade and have a girly chat with a friend in the same line of business and who also happens to have a superhero for an on-again, off-again boyfriend. At this point the inevitable title for the diorama came to mind and I offer my apologies to Mr Dickens now, although I'm sure that those of you with spoonerism-itis will have come up with other variations on the original novel's name that aren't suitable for print.

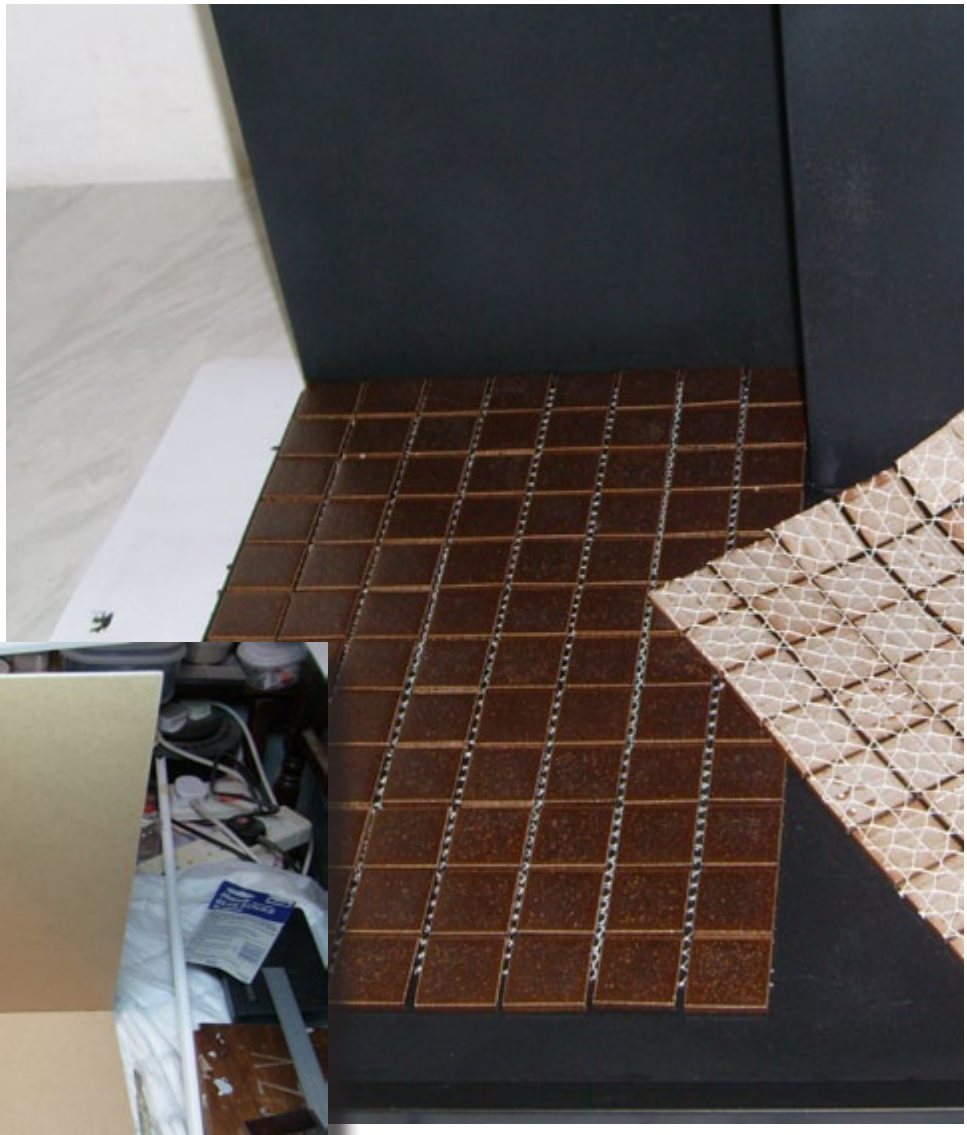
Before I go any further I should note that this build up involves scenes of acute embarrassment whilst procuring the necessary items to complete the project. The first time occurred when I realised that I needed some items to furnish the diorama and that the only likely source, without building from scratch at this scale, was going to be a Sindy doll's accessories. So off to Toys R Us I went and after I quick recon I found the girlie section, and suffered the indignities of having to go through boxes of doll's furniture to find what I was after whilst being stared at by young mothers and their daughters: the things we do for our hobby.

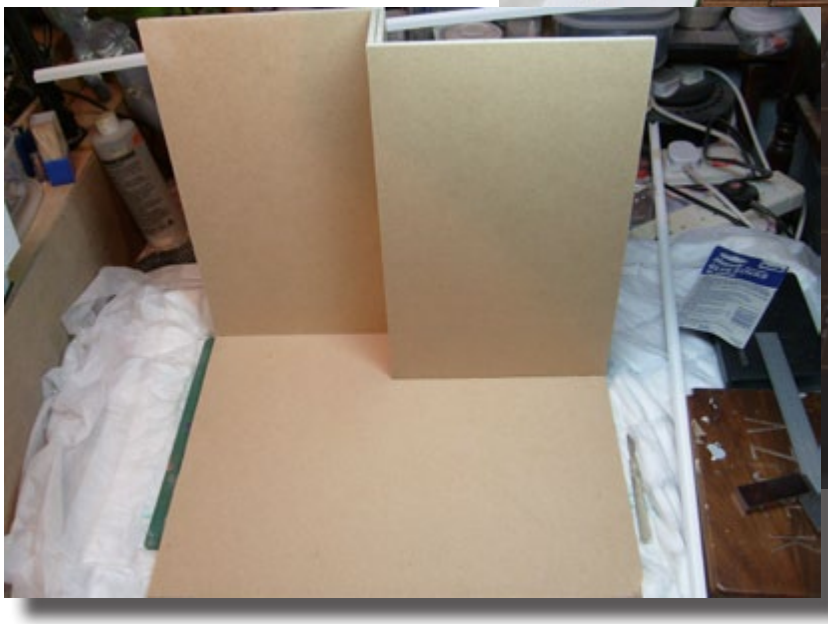
Both of the feline kits came in at approximately 1:5 depending on the "actual" size of the ladies in question and each is comprised of five parts: torso, arms and legs; each also coming with a generic base that were discarded for the sake of the diorama. I carried out the usual preparation procedure for resin kits by removing the single seam line along each part. Because these models are the very definition of curves you need to treat them as you would a real woman: carefully rub them down with a gentle touch but with enough pressure to get the job done, and always make sure you get her approval



before getting out your miniature power tool: for which you will probably need to use a variety of grinding bits to get into all the important little places. The parts are pinned and glued together with a two part epoxy and superglue to hold the parts in place while the epoxy sets. I then filled the gaps between parts with superglue before grinding the glue smooth and level with the adjacent parts. I noticed that Felicia had developed a number of air holes where the seam had been removed and filled these by rubbing over some Squadron Green Putty and then removing the excess with some acetone based nail polish remover (another embarrassing purchase and a story for another day). This technique was also used at the junction of legs and torso, but I decided to use a two part epoxy putty for the junctions between arms and torso, and arms and hands, as the available space for sanding was limited and I hoped that the use of the epoxy putty would be sufficient. I also used the epoxy putty for Selina, using it to create gloves and boots that fit into the body rather than have smooth junctions between items of clothing. This also enabled me to leave off her right arm until painting was completed as the gap between parts would be covered by the overlap. The figures were then given a coat of grey primer, which is ideal for exposing any flaws in your finish: something that you may be able to get away with under normal circumstances, but having such skin tight clothing to finish allows for no short cuts. I reviewed the figures and noticed that there were a few areas that needed touching up, and I don't mean anything other than returning with a little more filler and sandpaper. By the way, Vallejo produces a fine surface filler which is ideal for filling any hair-line cracks or small air holes, and can just be applied and wiped off. Before commencing painting I applied a final primer coat of white to ensure that the flesh tones achieved a better vibrancy than they would have with a grey base.

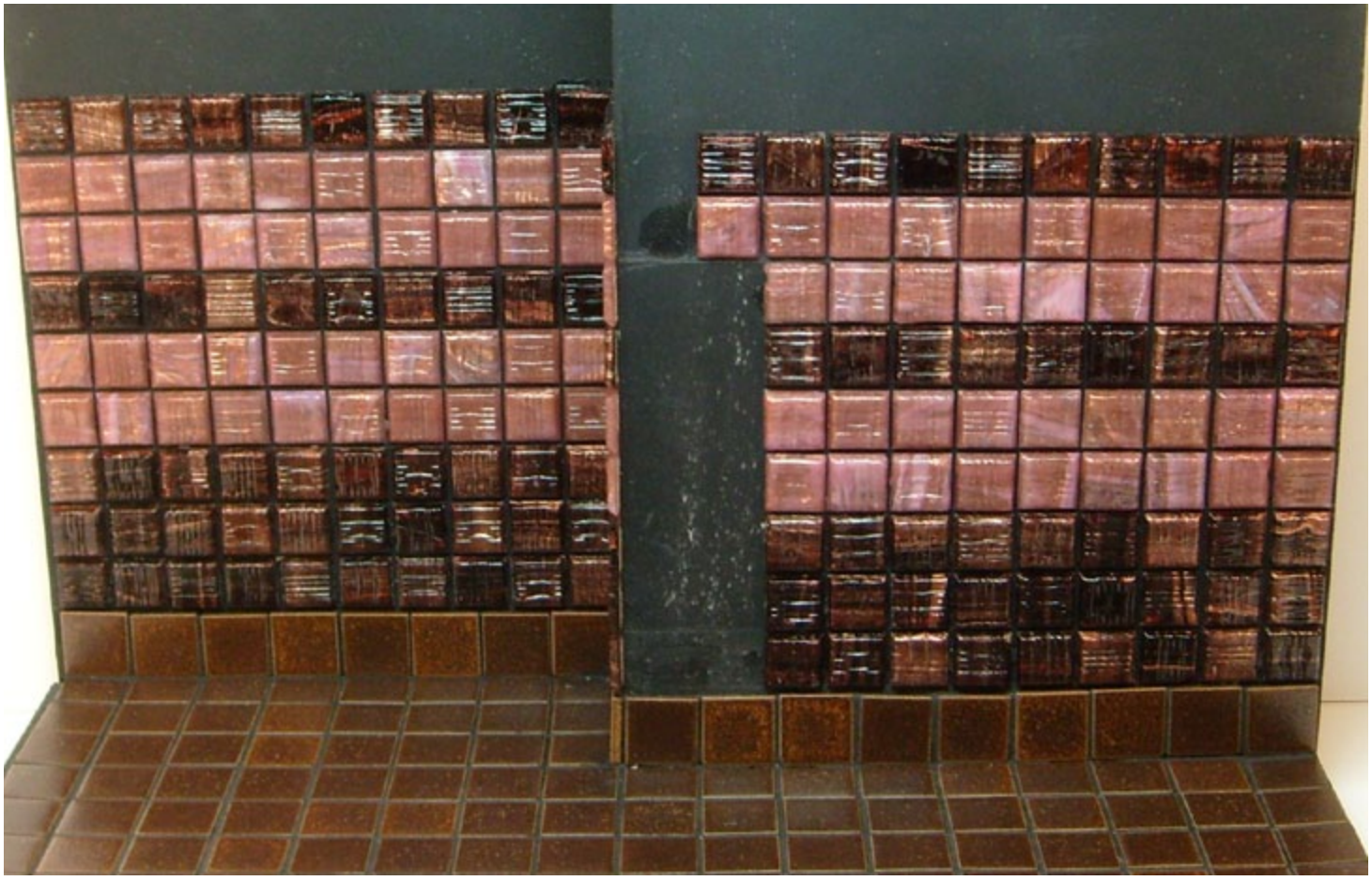
As Selina is in the process of undressing I decided to add a belt to her costume that could be hung open at her waist. I must admit that I thought I could easily solve the problem by buying a watch strap and gluing the two parts together. However, when I got it home I realised that the thickness of the strap would be vastly out of scale for the model. All was not lost as I cut off the buckle and cut out a strip of heavy gauge aluminium foil to the same width of the watch strap. I punched some holes in the foil and cut one end into a "U" shape. I bent over the other end, trapping the buckle in place and glued down the folded over end with superglue. This was then primed as per the figures, but kept separate for fixing when the figures were complete.





For the base I decided to use some 12mm MDF for the floor and 6mm board for the walls. Now, I have previously stated my dislike for cutting wood so I decided to try something different this time. I had seen advertised on the telly an electric saw suitable for use on thin boards and other rigid materials such as tiles: normally I would not go near something like this as the company that sells them always reminds me of those gimmicky gadgets produced by Ronco and the like in the early seventies that were neither use nor ornament, but knowing I needed to accurately cut some boards for the project I thought I would give it a try: and I have to say that I am very impressed with the ease of use of the tool and with the results I achieved. The boards were then glued together with hot glue, and I also glued some plastic angle trim to the base board to give a neat leading edge. The base was then primed before giving it a couple of coats of black paint.

I had decided that the floor of the base would be tiled and I had been fortunate to pick up some mosaic tiles from a craft shop for half price. The mosaic tiles were ideal for the project as they were in effect a scale equivalent of a full size floor tile. The tiles were supplied with a string mesh backing to help with the setting out of the tiles. Unfortunately, I decided to give the tiles a quick rinse before using them and found out the hard way that the glue holding the tiles to the mesh dissolves in water: so I had to lay the tiles individually. I had purchased a tub of ready mix tile adhesive and grout from the local DIY shop, and proceeded to darken it by adding some black gesso. I would suggest making a good amount as you will want to keep a consistent colour for the grouting process and not be having to make a new batch part way through. I applied the adhesive to the base with a butter knife and levelled it with a straight edge and started to lay the tiles; doing my best to keep them straight, level and with a consistent gap between tiles. When complete the base was set aside for twenty four hours to let the adhesive set before applying the grout between them with an artist's palette knife.



The tiles were wiped clean with a damp cloth before the grout set and any remaining dried grout was removed with a kitchen sponge and clear surface cleaner. To give the tiles a bit of a shine I applied a coat of Johnson's Klear, which, believe it or not, I have heard that people actually use to polish their floors with rather than as a gloss finish on their models! Whatever will they think of next? I also added a row of the tiles to the base of the wall as a skirting: I intended to apply tiles to the wall so a timber skirting would look out of place.

When I was buying the tiles for the floor I also picked up some smaller mosaic tiles, which had been similarly reduced. Rather than go down the tile adhesive and grout route for the walls I decided that I would let the flat black of the walls appear as the joint between the tiles. To make life easier I laid the base on its back to give me a horizontal surface to work on and glued the tiles on individually with PVA glue. I drew a base line on the wall to give me something to set out from and judged the distance between tiles by eye: the advantage of using the PVA glue was that it gave me a small amount of time to adjust the tiles positions until I was happy. To ensure that the rows of tiles remained level I used a joiner's metal square against the leading edge of the wall and pushed each row of tiles against it. To create a little variety I introduced a second colour tile and the alternated it with the first to create a banding effect.

One of the things that I soon noticed was that the module of the floor tiles was not the same as that for the wall tiles, and not wanting to be cutting a lot of tiny tiles I was going to be left with a gap that needed filling. As the saying goes - necessity is the mother of invention, so I decided to use to two sections of plastic trunking as… plastic trunking: albeit at a different scale. I wanted a plain section of wall for mounting some shelves so finished off the edges of the tiles in this area with some plastic strip painted black. I gave the remaining section of wall two coats of Games Workshop Dheneb Stone which covered the black background nicely and gave me a nice neutral wall colour. With the base sufficiently progressed I turned my attention to the two figures.

For Selina I decided to use my standard flesh mix of Raw Sienna, Burnt Sienna and Unbleached Titanium White: darkened with some additional Burnt Sienna and Raw Umber, and lightened with more Unbleached White. This then gave me six flesh tones for the model, which may seem a little excessive but I find that this gives a more subtle transition between shades: this subtlety being more critical on female flesh than male. Because the actual amount of bare flesh is relatively small I gave the whole area a coat of my darkest shade and then started gradually working to the lightest colour to the raised areas. To add a little colour and definition to the face I added

some Red Oxide to the mid tone and airbrush to the underside of the cheek bones: this was further blended in with some of the lighter tones. When this area was dry I masked it off with some Blu-tac, as, with the best will in the world, there is no way masking tape is going to settle on those complex curves.

I then turned my attention to Selina's face and started work on the whites of her eyes, which, of course, aren't actually white and more of a very pale pink grey. I created this colour by mixing my base flesh with Payne's Grey, Red Oxide and Titanium White, which was further lightened with the addition of more white. When painting eyes you have to remember that these are also spheres and will catch the light accordingly. Generally speaking, for painting purposes I assume that the light source is straight onto the face and therefore the centre of the eye will be brightest. When it comes to painting the iris you could do worse than looking in the mirror, but as a general rule of thumb, and to avoid any unnecessary looking into the mirror (which is never a good thing for me), the iris is brightest in the centre and darker towards the edges. I painted the eyes with a mixture of Mars Black and Olive; working towards pure Olive in the centre. Unless you want your figure to be looking directly up or down it would be unusual to see the top and/or bottom of the circle that forms the iris and so I normally start off by painting two arcs to the either side of the centre of the eye. This action can also be carried out when lining the eyelashes as you can usually use the same colour paint. A spot of black paint is applied to the centre of the iris to form the pupil, and another spot of white is added to one side to represent light reflecting off a glossy sphere: this, of course is optional and you may decide to purely rely on a coat or two of gloss varnish applied to the eye after all the other work has been completed and a finishing coat of matt varnish sprayed on. With regard to the eyelashes I normally use a very dark brown created from a mix of Mars Black and Burnt Umber, but in Selina's case I wanted a more extreme cosmetic effect and so used pure black. I applied the paint to the top lash and then the bottom: whilst women's lashes are normally darker and longer than men's I would not automatically paint the bottom lash on a girl kit's eyes as it can look too extreme, particularly if the figure is not intended to be particularly made up.

Selina's mouth is slightly open and some of her teeth are slightly exposed, which I decided to paint Unbleached Titanium White rather than a brilliant white. The reasons being that the teeth are in shadow, which will naturally darken the colour, and besides, brilliant white teeth on a scale model look unnatural and as if they had been painted by a fan of the Bee Gees. Rather than a traditional red lipstick colour I opted for purple to go with her costume. I created this by adding Dioxazine Purple to the base flesh, working from dark to light by adding more flesh as the lips protrude from the face.

I accentuated some of the shadows on the kit by using ground up pastel powder. I created a warm dark brown colour for use with the flesh and a very dark purple for use on the costume. I applied the brown around the eyes (but not as eye

shadow), where flesh met costume and under her breasts. As I said before I wanted Selina to have a cosmetic appearance and so applied purple pastel powder as an eye shadow colour.

For Selina's catsuit I decided to use Games Workshop Hormagaunt Purple from their Foundation Paints range that is very pigment intensive for good covering. I have to admit that, technical properties aside, I only chose it because I liked the colour. I started to darken it by simply adding Games Workshop Chaos Black, but found that the colour was edging too far into the grey zone. To try and bring back some of the purple hue I added a little Liquitex Dioxazine Purple, but only a little, as it is a very intense colour. A similar thing happened when I added white to create a highlight colour and once again the Dioxazine Purple brought the shade back to where I wanted it. As normal the paint was applied from dark to light. To beef up the shadows in the creases of her costume I applied some pastel powder with an angled brush, before sealing the work to date with a coat of matt varnish.

For the boots, gloves and belt I decided to go for a patent leather appearance, for which the paint needed a gloss finish. Actually, before I continue I would just like to make a comment regarding leather shoes and their finish. Most leather shoes are shiny, particularly when new and so the temptation is to give the shoes on your model kit a gloss finish: which is something I did for many a year, but, generally, don't do any longer. There are a couple of reasons for this: firstly, worn shoes loose their shine; secondly, and perhaps more importantly, the human eye will naturally be drawn to bright objects. Therefore, when you have spent many hours painting a model with a nice matt finish the last thing you want to do is draw people's eyes to the models feet. Mind you, with these two particular models I doubt your attention will immediately be on their shoes. Anyway, back to the scheduled discussion. I used combinations of Liquitex Dioxazine Purple and Hormagaunt Purple to create the shadow, base and highlight colours for the boots. As I mentioned before Dioxazine Purple is a very intense colour and is best described as a purple black, however it is a hue and so works best when added to other colours. To give the colours a gloss sheen I added Liquitex Gloss Medium to the paint, which has the effect of slightly lightening the colours and needs to be taken into account when mixing. The other thing that needs to be taken into account is that the Gloss Medium can make your paint slightly translucent, so it is advisable to lay down an opaque colour, Hormagaunt Purple in this instance, before laying down the gloss colours.

With the airbrush painting complete I removed the masking and glued the right arm in place. I finished off the paintwork by painting the soles of the boots black, along with her whip: which was then drybrushed with Raw Sienna. I used some of the darkest gloss purple to emphasise the creases and recessed areas of the boots and gloves. I painted the buckle of the belt Games Workshop Chainmail and hung the belt around Selina's waist, using the flexibility of the foil to bend round Selina's curves. As a final touch I got out some etched brass zips and white metal pulls from my spares box and painted them black and drybrushed them with Chainmail. Ideally I should have used non-fogging superglue to attaché them to the back of the boots, but when I opened the tube I found that the glue had gone too thick to apply to such a thin strip of metal. This being 6:00am on a Sunday morning I realised that I would have to consider alternatives if I was going to get the model finished. I applied some gap filling superglue with a toothpick to the back of the zip and carefully applied the zip to the boot as I was very much aware that I would only

get one go at this if I was not to mess up the paintwork. Someone was obviously looking after me as there was only a minor amount of misting of the paintwork near the zip, which I was able to cover with a little gloss purple paint. Selina was then set aside.

In the next issue I turn my attention to Felicia, her companion.

What's on the Market?

a regular look at some of the hobby tools available

Words by **Martyn Dorey**

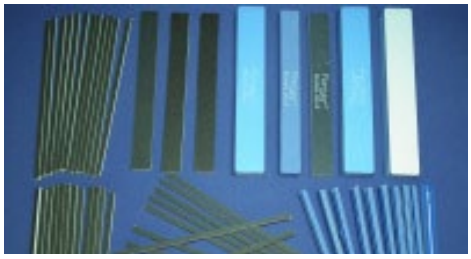
It seems that everything is concentrated on new figures each month these days and very little is said on some of the tools and equipment that is out there to help us in our hobby fix so I had an idea for a series of articles covering just this, (me and my big mouth as if I haven't enough work to do already...) anyway over the next however many months I want to cover what is available on the market to aid us in this hobby.

I am going to proceed through this in a similar manner to a build but without the model so this month I will be looking at what is on the market in the way of file and sanding systems. When I first entered the hobby it was a case of getting hold of some Swiss/Watchmakers files of various shapes and sizes, later the girlfriend/wife's nail files came in use but these days although these things are still available and widely used by many there is also a multitude of other useful pieces to help clutter the work bench.

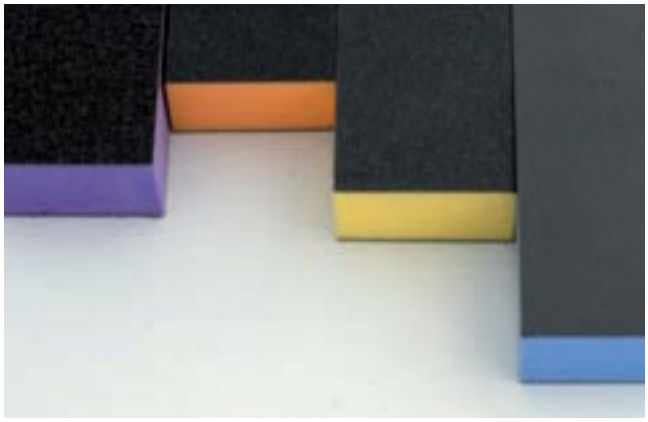
As with many things in life it is all about the preparation and the more time spent on this the better the results, despite the fact that many of us hate this part it is a necessary evil that must be carried out, nobody likes seams and mould lines after all do we? Small files are good for a starting point but very often fall short of what we require as they can leave flat spots on complex curves as well as score marks when we really want an ultra smooth finish, raiding the tool box we can find various pieces of sand paper and wet & dry emery cloth but even these can fall short in the selection of grades available as they are predominantly done for Industry/DIY where a super fine finish is not always required or can be done by various pieces of machinery. We can

It seems that everything is concentrated on new figures each month these days and very little is said on some of the tools and equipment that is out there to help us in our hobby fix.

even raid the girlfriend or wife's make-up purse/bag for her nail files but what grade is the grit on these things and again there is not a massive selection of them through the grades or sizes so what is there in our hobby world that is more suited to our purposes?



Actually there is a lot more out there than you may at first think and several companies have specialised in bringing some of these to the hobby market, besides the micro files and hobby files that are on the market there are a growing number of sanding sticks which are produced in various grits from about 100 up to about 4000 grade grits and some of the polishers in this range can also be used wet or dry and I have even seen them used to polish out a seam line on an aircraft canopy, these also come in a range of sizes and colours, including neon colours (makes them easy to find on the workbench...) as well as straight and curved shapes, often with a different grit on each side and you can get these in strips/thicknesses ranging from 3mm wide right up to about 25mm wide as well as in various degrees of flexibility so that they can be used to a degree on curved surfaces, one company is about to release a set in pad form so very soon you will be able to get them in approximately 70mm x 170mm sheet/pad sizes for those larger areas.



Also available are foam backed sanding blocks that have several different grits on each side of the block or are colour coded for the type of grit. A cross over from industry that has appeared on the market is the micro finishing cloth abrasive pads that are commonly used for polishing wood and these are available as a set or in separate grades from around 3200 up to 12000 grade so you can achieve a perfectly smooth finish.

OK but what about those hard to get at areas that every model has? You can't get at these areas with a file, pad or stick half of the time so there are versions of some of the above in the form of micro finishing clothes and double coated micro

finishing film and for those really hard to get at places there are adhesive strips that can be easily cut with a scalpel and stuck to a piece of wire to get into those areas.

The traditional file is no longer alone but on the market now are a series of plastic sanding needles these come in fine (320 grit), medium (240 grit), coarse (150 grit) or mixed packs and are plastic needles impregnated with the grit, I discovered these around 5 or 6 years ago and have been using them ever

since, one of the things I really like about these is that so long as you are using them on plastic or resin when they become too dirty to use you just wash them in warm soapy water with an old tooth brush and if you happen to snap the point off the one end then just put it in a pencil sharpener and put the point back on, simples...

Mention band/belt sanders and most people will automatically think of those large machines found in the carpentry businesses but these days the term can be used for the modelling hobby as well, there are a few on the market two of which I have used with success are the micro mesh sanding bar and Flex-i-File. As the word suggests Flexi Bar is exactly that it is a plastic spring loaded device that a band is put onto and is tapered at one end and rounded on the other, as the band is worn out/becomes clogged during use it is moved around the bar, downside to this though is that it is very rigid so in a way is very similar to a normal file with the exception you can change the bands to apply different finishes.

The Flex-i-File on the other hand is exactly that, it consists of an aluminium "U" frame onto which you hook a band, this can then be held by the frame to sand almost any type of surface and is excellent for compound curves as it will follow the contours of the model, with grit tapes available from 150 grit to 600 grit (5 grits in total) and a new set just on the market utilising the micro finishing cloth so tapes will be available from 1500 grit right up to 12000 grit consisting of 9 grits in total for this range.

Also on the market but will take a bit of searching for are fibre pens, these are basically a plastic pen like case containing a cartridge shape fibre bit that can be rubbed on the model, used predominantly on metal models to bring bare metal to a high shine removing any surface impurities.

After all this we can't really forget what is on the market to help prolong the life of our sanding/filing systems can we? Long used in the carpentry industry has been the abrasive cleaning blocks, these are usually found attached to broom style handles or smaller versions attached to a small dustpan brush style handle, great for large industrial style belt sanders but not a lot of use to a modeller at this size, well the wait is over and these blocks are now available in much smaller discs and are ideal for cleaning/extending the life of most abrasive sheets, files, needle files and sanding blocks etc and remove plastic, wood and resin deposits from the grit surface and therefore improving effectiveness of the sanding tool. These will not last 5 minutes if you try to clean a tool that has been used on metal though.

As I said at the beginning this is just a look at some of what is out there and is therefore brief in a lot of respects but to go into each in more depth would be an insult to some and take up more room than the editor would like but I am sure most of you would be surprised to know that a lot of your friends are already using some of these tools. Next issue I will be taking a look at some of the tools on the market for helping us apply glue rather than just squeeze it from the pot/tube and let it go everywhere...

Unboxing

Mil-Mart Miniatures

Grand Duchess Olga & Grand Duchess Tatiana

By Kevin Peart

Material: Cream Resin
Scale: Approx. 120mm
Price: £7.00 each
Available from Mil-Mart Miniatures
www.milmartminiatures.co.uk

These tragic sisters have been honoured in our modelling world by a company called Mil-Mart Miniatures run by Ken Farrar.

The pieces we will be looking at are both demi round flats (being only sculpted on one side the other being totally plain). These types of figures are a challenge to the painter, allowing him or here to try out new and often different techniques particularly if they normally paint full figures or busts.

We will be looking at the following in this little review during which I will also give you full details on the uniforms to ensure accuracy. So important to us in the hobby.

Both pieces were received with the usual efficiency, being secured in a clear

bag with a colour picture for reference in addition to the "box" art on the front.

Both sculpts are well protected on a cardboard backing to ensure that you receive the figures in perfect condition.

Prep needed for both was absolutely nothing , all I suggest you do is give them a wash in soapy water to remove any surface debris , then prime with your chosen medium (I personally use black primer as I find it helps me with my shadows when painting) and away you go … bringing these to life.

Let's have a look at these sculpts now starting with the older sister, "Olga". Ken has sculpted her wearing the uniform of a Colonel of her Regt the 3rd Hussars (Yelizavetgradsky), based on original pictures of the sisters in uniform.

Starting with the head wear, this is nicely done with good surface details particularly the chin scales which are across the front together with the fine white plume.

The uniform she wears is a distinctive light blue and is packed full of lace work this is of particular note with the loops being really good, across her chest we have a pouch belt, with a lovely barrel sash around her waist and hanging tassels and cords. The cuff details are very finely done, the epitome of a Hussar, but with a uniform that is tailored to the female form .

The long distinctive deep red dress she wears is flowing with nice folds, as with all the details this will aid painting.

Next we look at the younger sister "Tatiana" also wearing the uniform of a Colonel of her Regt. This time it's the 8th Ulhan Regt (Voznesesensky) , like her companion the sculpting is very good indeed, this time the uniform is slightly simpler but still very distinctive .

The head wear we have on her is a very individual helmet, with a flowing hanging plume; the front has the Russian eagle on it - all nicely done.

The uniform is the dark blue with yellow facings with silver lace work and tassels, which are finely reproduced. The waist belt is well sculpted with nicely done sections.

Cuff details are well sculpted and raised to assist in painting; the epaulettes are also very well produced, full of volume and very much the focal point of the uniform.

Like her sister she wears a flowing long dress this time in Ulhan blue.

Both sisters carry a riding cane and are posed in a relaxed manner.

Final thoughts

These are lovely pieces which will provide a nice challenge and a change to the painter of full figures. I for one will be giving these a go and I normally paint busts so maybe I could cut them off at the waist - only joking Ken!!!

Painting is a wonderful opportunity to bring a flat subject to life through careful shading and highlighting, why not have a look at the British Flat Society website for more details of this type of modelling. In addition to this you have the modelling forums of which Planet Figure and Timelines are amongst them, all packed full of details on both flat and other model related topics.

Displaying flats is another subject but I have seen many on a velvet background in a picture frame. One idea for these two subjects would be a background picture of the family looking out from the past hoping for a future that never came.

I have Mil-Mart Miniatures on my internet favourites and I suggest you do too. Keep checking as Ken is quite prolific with many different subjects being available.

THE ROMANOV SISTERS - TO THE VERY END

The Russian revolution was the turning point for change in society where the gap between rich and poor was so evident The common people could nolonger accept it but perhaps the saddest event that occurred is the murder of the Russian Royal family by the revolutionary driven lower classes.

Amongst the Royal family that were murdered were the 2 sisters, Olga and Tatiana.

Let's have a bit of background on these two young diamonds of the Romanov's family.

The Grand Duchess Tatiana Nicholaievna Romanov was born on June 10, 1897. She is the second child of Tsar Nicholas II and the Empress Alexandra. She has one elder sister, Olga, as well as two younger sisters - Maria and Anastasia and a younger brother Alexei. Tatiana was her mother's favourite companion.

She was tall and a lot like her mother and the classical beauty of the family with auburn hair and grey eyes. Tatiana was extremely close to her older sister Olga, who was only 18 months older. Tatiana and Olga shared a bedroom and were called "The Big Pair"; while Olga's other two younger sisters - Maria and Anastasia - were called "The Little Pair." She was also the leader of her brother and sisters, and they called her "Governess." Tatiana was the one who usually took charge of everything, which didn't bother the oldest, Olga.

When World War I started Tatiana, her sister Olga and her Mother the Empress Alexandra became war nurses. After she caught the measles, along with her siblings, Tatiana lost a lot of weight and her personality changed after she and her family were held under guard. When her father abdicated, for himself and for Alexei, Tatiana and her family were prisoners of the Revolution, in Tobolsk. After that, Tatiana's father, mother and sister, Maria went to Ekaterinburg, leaving Tatiana with her sisters Olga and Anastasia and her younger brother Alexei. Tatiana and her sisters took care of Alexei because he got very hurt before her father, mother and sister left. After Alexei was well enough to be moved, Olga, Tatiana, Anastasia, Alexei and some of their employees went to Ekaterinburg, to be with their parents and Maria. In Ekaterinburg the Romanovs lived in a place called "The House of Special Purpose." Olga, Tatiana, Maria, and Anastasia all shared a room, while her father, mother, and Alexei shared. On July 17, 1918 the Romanovs, their Doctor, and others were set up in a basement in "The House of Special Purpose." Then, 11 executioners entered and started firing. Tatiana and her family and servants all died. Tatiana was only 22 years old when she died with Olga being nearly 24... Lives so tragically cut short along with the rest of the family.

References

www.bibliotekar.ru/rusForma/19.htm

forum.alexanderpalace.org

If anyone would like to contact me then feel free on:

napoleonpeart@yahoo.co.uk

Words & Pictures by
Martyn Dorey

A Brief Look Around the UK Shows May 2013

I actually managed to get a weekend off from shows in May!! Not sure what happened there but it was a nice break before the storm again :)

The first show of the month was Sunday 12th May, IPMS Gloucester Model Show. I was initially turned down for this one but space became available so up to Gloucestershire I went. A small show on the circuit but they certainly kept me busy for the day with a friendly atmosphere and lots to see, the show is held at

the community centre in Churchdown between Gloucester and Cheltenham and takes up two halls of the venue with clubs attending from around the midlands as well as the south and east of the UK. Best display on the day went to a display of racing cars that were very nicely done but other displays also included figures as well as cars, planes and tanks/AFV's so there is plenty for everybody.

Friday the 17th May saw me once again heading north, this time to Sheffield for Triples, I have never been to this show before not even during my wargaming years so it was a new experience for me although the location has changed from its previous location in the middle of Sheffield city centre and is now held at the English Institute for Sport (perhaps they are trying to convert some gamers to a healthier way of living...). The venue itself is very spacious and although traders weren't allowed to drive in and unload like they are allowed to at some venues unloading access is very good and people were on hand to help those traders that required it.

Although not as large as Salute Triples is still a large show and spread out over the main hall and badminton hall with a bring and buy and competition area off these, they still attract some of the larger gaming names such as Plastic Soldier, Great Escape Games, Foundry and Mantic among others and there is plenty of space to wander between the demonstration/participation games and the traders and there was a lot to see, one of the more popular participation games was the Mad Max game put on by one of the clubs which consisted of a full lighting rig set up as well as TV screens and the club members dressed the part as well. Altogether an enjoyable weekend and I look forward to going again next year.

Other games included re-enactment games from the Napoleonic period and demo games from Mantic for Dreadball and Great Escape Games were demonstrating their latest release "Deadman's Hand" which is a cowboy skirmish game using dice and cards.

Bank holiday weekend saw the return to the figure and plastic model shows with a trip to the seaside on the Saturday for the Torbay Show, a small show held in Torquay Town Hall, although a small show there is still a lot to see with clubs from the Devon and Cornwall areas as well as some travelling over from Dorset. Wings of Fire a display seen at many of the south west shows by a gentleman called Chris Franklin is always popular and contains many dragons of varying styles/breeds including an old brass door knocker dragon head which Chris has painted up.

Other displays from clubs included a good selection of WWI figures, A group from Plymouth with Garage Kits and they even had the latest bust and figure from some of the US sites of Daenerys Targaryen. Also on display for the 40K fans was a Dark Angles appreciation group and one of the local modellers that turns his figures into dioramas emerging from books or photo frames that are very nicely done. Competition awards for around 10 categories were gold, silver and bronze and there was an award for best club display.

Last show of the month was a completely new show organised by the Northants Military Modelling Group and held at a primary school in Northampton that was surprisingly easy to find, (believe me some venues can be a nightmare to find even with a sat nav!!) The show was sponsored by El Greco Miniatures and the club asked the other attending clubs what sort of competition they wanted, a best display award was therefore the final decision for this year. The show was predominantly figures with some clubs also displaying armour/afv's and aircraft, there was some very nice work on display and quality of work was high.

Despite being their first show they put in an admirable amount of effort to make it a success and it was well advertised which is something a lot of shows/clubs fail to do. My only criticism was the layout but given the circumstances they made the best of what was available to them, The show sponsor was in the main hall along with the attending clubs and a few other small traders and the other traders were then in the

classrooms/hallway off this and a wargames group were in a separate room again, this meant that a lot of visitors were unaware of additional goings on and also the feeling of isolation but I believe the organisers were well aware of this fact and it is something that they are taking into consideration for next year. I think this will certainly be a good show to attend in the years to come as they continue to grow the show and on the day a change of venue was already being discussed for next year taking into account feedback from this year.

Final thoughts for this month...

Something that struck me at the Northampton Show whilst talking to a few members from other clubs was the average age of club members, the club in question said that the average age of their club members was 67! I can't help but wonder if this is something that is being experienced by a lot of clubs now?

Are we failing to attract younger age groups to this side of the hobby?

This has been especially noticeable within the competitions held at shows with the Junior categories being very under subscribed and in some cases no entries at all!! We all know that they are out there and are modelling as well as playing wargames, is it a case of medal hunting and therefore the smaller shows are not worthy attending?

Does being in a club other than a wargames club/group mean not being cool?

Has the internet destroyed the social aspect of being in a club and sharing information been taken over by the internet forums?

Show Calendar

Below is a list of what model shows are coming up. Please support them if you can and let us know about your day on our facebook page.

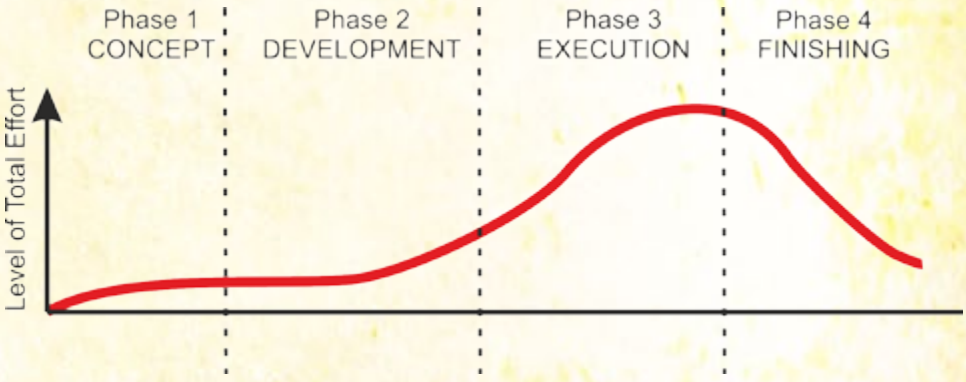
Date	Show & Venue
June 15th	***Fife Scale Model Show***, Old Parish Centre, Kirk Wynd, Cupar, Fife , KY15 5AW
June 15th	***Phalanx***, Sutton Community & Leisure Center in St. Helens
June 16th	***Wellesbourne 2013 Wings and Wheels***, Wellesbourne Mountfield Aerodrome, near Stratford-Upon-Avon
June 16th	Bentwaters/Woodbridge Veterans - Open Day, Building 134, Bentwaters Parks, Rendlesham, Woodbridge, Suffolk, IP12 2TW
June 16th	***MAFVA Nationals 2013***, Imperial War Museum, Duxford
June 23rd	***Model Show & Open Cockpit Day***, Midland Air Museum, Coventry Airport, Baginton, Warwickshire, CV3 4FR
June 23rd	***IVth Annual Model Show***, Downham Market Town Hall, Downham Market, PE38 9JS
June 29th	***It's a Small World..!***, Orchards Shopping Centre, High Street, Dartford, Kent, DA1 1DN
July 7th	***Moorlands Model Show***, TA Centre, Waterloo Road, Cobridge, Stoke-on-Trent, ST6 3HJ
July 7th	***smallspace 2***, Hanslope Village, Hanslope, Buckinghamshire, MK19 7NZ
July 14th	***The Essex Modellers Show***, Hannakins Farm Community Hall,, Rosebay Ave, Billericay, Essex , CM12 0SZ

MALIFAUX

A story of a gaming board

Words & Pictures by
Marko Paunovic

Last time we met the team, so now it's time to get busy. Well, sort of... When making such a board, as with every big project, you will need to make the blueprints and carefully think everything through. Those of you who are familiar with project management theory will notice that during this project my team and I went through the standard phases of project management (concept, development, execution and finishing). Before we started, we needed to figure out what size the board would be, how many modules there would be, how to connect the modules, features stretching through a couple of modules - how to make those transitions, whether or not to use electricity and most importantly how to connect the board to the story of the game we are building it for (in this case, Malifaux).



Phase 1 - Concept

The easiest and by far the fastest way to find out what you actually want and can make is to make lists. Since this is a team project, we decided to have a brainstorming session. First, we wrote down the scope of the project. Scope of any project defines its boundaries, it defines what will be made but also defines what will NOT be made. This is quite important as sometimes during bigger projects one can easily get lost in details that are not actually a part of the project. We agreed that to define the scope of the project Malifaux – Modular Gaming Board, we needed to answer the following questions:

1. What size should the board be?
2. How many modules?
3. How would the modules connect?
4. Will the board have electricity?
5. If it is having electricity, how will we connect the modules?

When making such a board, as with every big project, you will need to make the blueprints and carefully think everything through.

6. What types of terrain will the board have (dungeon type, streets, wasteland, swamp etc.)?

7. How will we stretch possible features over more than one module?

8. How long will the board take to build and is there a set deadline?

9. Who in the team is responsible for what and what materials and tools will be needed?

10. What will the board cost?

Once this was agreed upon, we tried to answer all the questions leaving nothing unanswered. Some questions might have more than one answer, but we assessed that although various, these solutions would not make that much difference to the final cost or deadline of the build so we let them be for the moment. However, the questions we had no answer for, we contacted Shane as the sponsor of the build and he answered it for us. The answers to the questions above were:

1. 90cm x 90cm (3' x 3') – standard sized table for Malifaux

2. 9 modules (1' x 1') – (4 modules would not be diverse enough)

3. Magnets/pins/clamps (any of these methods would suffice and would not greatly interfere with either deadline or final cost so we let them stand for now)

4. Yes (Shane)

5. Every module connected to a central power unit for itself / connectors on every board

6. Dungeon type/streets

7. Features running from one module into another should be the same width and run from the middle of the side of the module.

8. No set deadline (Shane)

9. Marko – actual build, writing articles, taking pictures, research; Andrija – repetitive tasks (building doors, hatches, etc), writing about the game, research. Ana – sculpting, moulding and casting, writing about fluff, research. Tools – scalpel blades, brushes, pin vice, files, soldering iron, Proxxon hobby drill, Proxxon jigsaw, Proxxon delta sander, bench drill, belt sander etc. Materials – balsa wood, MDF, HD Styrofoam, DAS clay, resin, wooden planks and slats, plaster, Siligum, LEDs, wires, magnets (?), switches, transformer, servomotor (?), various bits etc.

10. Keep it down as much as possible – use materials at hand, try and sculpt bits instead of purchasing etc.

Phase 2 – Development

***Planning Top Tip**, any extra hours spent planning in the development phase will most likely be worth two or three in the execution phase of the project.*

After setting the scope of the project by completing the list above, we started with the second phase of the project, development. We started by just throwing ideas into the open as they came to us, disregarding at first whether they are any good, whether they are at all do-able, and writing them down on a blackboard (in our case, but large piece of paper will do as well). Also making notes of the possible difficulties later on will help a lot. Remember every idea is a good one at this point. Let your imagination run wild. Extensive documentation in this stage is vital to a smooth running execution phase of the project.

Ana's Research – About Factions in Malifaux

The streets of Malifaux are a battlefield for constantly warring factions; the mutually divided human settlers battling both each other and the monstrous natives of the Breachside world.

The law in Malifaux is enforced by the Guild. Led by the Governor General, they maintain their fascist rule over the citizens and control the exploitation of the land's resources. All opposition is mercilessly persecuted by Guild's specialized branches: the Witch Hunters, Death Marshals and Neverborn Hunters.

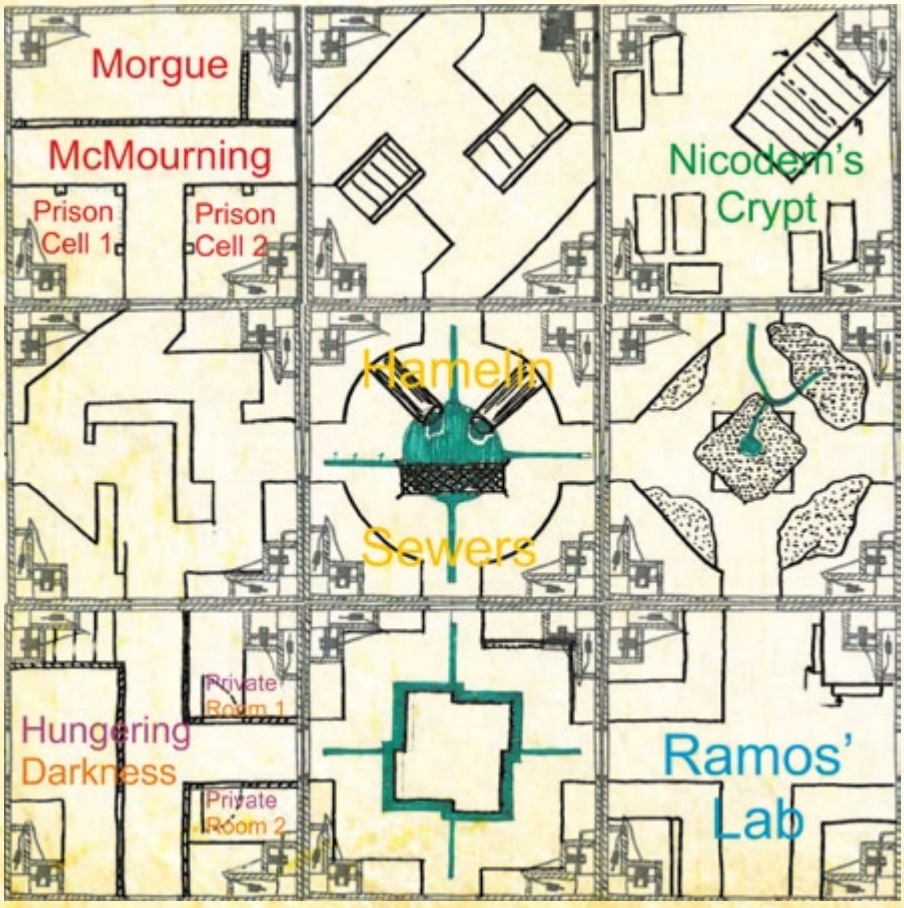
Hiding in the Quarantine Zone the Resurrectionists practice the forbidden art of necromancy. The masters of this faction control hordes of undead minions. Nicodem the Undertaker plots to overthrow the rule of the Guild and make Malifaux his own zombie empire, and Doctor Douglas McMourning, the Guild's Morgue Master, operates right under Guild's nose...

TThe Arcanists are a diverse faction: a gathering of outlawed magic-users. It is a great criminal organization, often performing acts of terrorism against the Guild they are hiding behind "The Miners and Steamfitters Union" – the organization which represents the interests of the labour class in Malifaux. Victor Ramos, M&SU founder and a brilliant engineer, secretly directs Arcanist actions.

TThe Neverborn are the natives of Malifaux. They are monsters which terrorize the human population, some being towering horned demons, others looking much like people and some in turn embodiments of human nightmares... One such creature is the Hungering Darkness. Hiding in the basement of the Honeypot Casino, the horror feeds on its patrons..

The Ten Thunders is an obscure organization originating from the far east of Earthside. It has managed to infiltrate all other factions in order to further its own agendas.

The Outcasts represent the miscellaneous stock of Malifaux, its "sub factions": containing Gremlins of the Bayou, a steampunk necromancer, a number of mercenary warriors and a renegade rat catcher. The latter, Hamelin, has been possessed by an ancient malevolent godlike entity: the Plague Tyrant, he wades through the sewers surrounded by blighted rats and children he has stolen from the city above.



After an extensive brainstorming session, certain things were clearer. We decided to go for the dungeon type board (that presented a cool challenge in itself as none of us ever done this type of board before) but left open the possibility for making this project a two level one in the future – with an underground level (dungeon/ basement) and a ground level (streets with detachable buildings).

Next up was the theme. We agreed that out of the nine modules four would have no theme and the remaining five would be themed around specific characters (masters) appearing in Malifaux: Nicodem, McMourning, Hamelin, Hungering Darkness and Ramos. We rested on those choices because it would mainly cover all the factions in Malifaux and would thus give us the opportunity to show all the coolness that makes the fluff of the Malifaux world: Steampunk lab, Victorian age prison and morgue, rat infested sewers, dark necromantic crypts and Moulin Rouge type cabaret..

Connecting the modules would be done by magnets which would make this board a tabletop one rather than a self-standing one but it would make the storing of the table easier.

Andrija's Bitz and Bobz

Malifaux is a 32mm scale tabletop miniature skirmish game which means that an average human sized miniature is 32mm tall.

This means that most of the minis will be roughly that size. But by all means they are not our benchmark for height. For that, we have to take a look at the bigger models like the Rail Golem or Mature Nephilim or Steamborg or any such monster who are almost 80mm tall. This does not mean that you have to build everything tailored to the needs of such a big mini, but it does mean that you have to keep in mind that people who will use them on your board don't feel cheated and have the same chance as everyone else.

The minis used in Malifaux are set on round lipped bases that vary in size from small ones that are 30mm wide (most small and average human sized models, usually height 1 or 2), over medium ones 40mm (usually height 2 or 3, bigger, stronger models), to large 50mm ones (big constructs, monsters and other giant badasses, most height 3 and 4 models).

During the game, there are instances where players need a collection of counters and/or markers that are used in the game and that represent various game effects. Most common of these are objective markers used in the game to achieve Victory Points. They usually come on 30mm bases but some may come on 50mm bases (like a Supply Wagon). There are also counters like corpse, scrap and body part counters used to represent what is often left from our miniature heroes after they get killed during the game. Another kind of in-game effect are various markers like blast or fire markers (usually on 50mm bases).

For a good gaming experience we need to include all of these sizes (the height and the base size) as well as the rules, when planning our (or any for that matter) gaming board configuration. We want all of our models to be able to manoeuvre through the board with relative ease, we want to have the appropriate places for our objective markers and we also want equal chances for a win no matter what strategy you play and we don't want a board that favours one faction over another this means we have to be careful and meticulous in the planning of a big board like this one.

Electricity would be provided through connectors in each module which would increase the cost of the board a bit. This would therefore require some cunning and careful web research for the best buy product.

While discussing all of this, we made some preliminary sketches that during time turned into drawings which in turn were the base for the actual blueprints.

Last but not least, the tools already in possession of the team members would suffice. The materials were mostly easily available in local stores. This would also keep the cost down but is also vital to know as it can influence the final deadline of the project. Unnecessarily waiting for bits to arrive can hamper your execution phase.

Finally, after we agreed on all the details above and made the preliminary blueprints, we were able to make a short materials list:

Material	Type	Quantity	Store	Price (roughly in GBP)
Glue	PVA 1 kg	1	Arbor (DIY store)	3,00
	PVA 250 g (with a nozzle)	1	Kemoboja (DIY store)	1,50
	Superattack 10 g	5	Getro (DIY store)	15,00
Paints / Spreys	Pebeo Deco (White, Black, Brown, Ochre, Ash)	10	Tapiker (hobby store)	25,00
	Black Mat Acryliy Sprey	5	Arbor (DIY store)	10,00
	Citadel Washes and Paints	10 +	Carta Magica (LGS)	25,00
Brushes	Size 2	2	Paper Store	0,50
	Size 6	2	Paper store	1,00
	Size 10	2	Paper store	1,50
	Large Brushes	5	Kemoboja (local DIY store)	5,00
Resin	Gedeo Crystal Resin 300ml	1	Tapiker (hobby store)	20,00
HD Styrene	1200 x 600 x 30 mm	5	Arbor (DIY store)	10,00
Slats	15 x 15 x 1000 mm	6	Bauhaus (DIY store)	9,00
MDF	8 mm thick	0,5 m^2	Furnir (wood DIY store) with cutting	30,00
Flock	Static grass (various colour)	3x20 g	Carta Magica (LGS)	9,00
	Static grass 7 mm	20 g	Carta Magica (LGS)	2,00
	Ground sponge (foliage)	20 g	Carta Magica (LGS)	2,00
Balsa	4 mm	15	Bauhaus (DIY store)	50,00
	2 mm	10	Bauhaus (DIY store)	25,00
Magnets	φ = 10 x 1mm	250	www.artas.hr (local store)	25,00
LED	φ = 3 mm	50	www.component-shop.co.uk	14,00
Switches	Miniature, slide	10	www.component-shop.co.uk	3,00
Wires	Pair cable	100m	Bauhaus (DIY store)	10,00
Connectors	-	50	Ebay	23,50
DAS clay	1 kg	5	Lumos Hobby and Art (hobby store)	15,00
Plaster	1 kg	5	Tapiker (hobby store)	15,00
Bitz	Various	?	Ebay, internet, hobby stores etc.	50,00
			SUM	400,00

And thus we get a ball park figure of how much this table will set us back (with 50 GBP left for various miscellaneous expenditures). The figures are rough equivalents of the prices in stores in Zagreb and which we found on the internet that were then converted into GBP. Note that there are many local hobby and gaming stores included. It pays to know where you can find certain items cheaper as sometimes careful planning and asking around for prices and quotes can really pay off. Just on the things from the DIY stores we were able to save almost 50 GBP.

Marko's Lamentations

When trying to find stuff, try eBay, you'll be surprised at the amount of hobby stuff to be found from Chinese sellers and usually, they offer free shipping and really reasonable prices. Also, one can find diverse electronic parts and bits there, almost always affordable with free shipping.

This mostly covers the second phase so next month we start with the Phase 3 – Execution! Until then, if you have any questions about terrain building, feel free to contact us at terrain@figurepaintermagazine.co.uk and while you wait for some actual WIP photos we leave you with a cool Malifaux terrain.

HELP! WANTED!

FIGURE PAINTER magazine
sculpting • painting • displaying • gaming

We are looking for people to contribute to Figure Painter Magazine. Tutorials, Step-by-Step articles, interviews, Show Reports and reviews.
If you feel you could contribute then please don't hesitate to drop us a line.

www.figurepaintermagazine.co.uk
info@figurepaintermagazine.co.uk

PREPARATION & FINISHING

Whatever the project, whatever the need.
We have the tools for you.

Suppliers of
- Flory Models
- MDC
- Albion Alloys

MDP model display products

www.modeldisplayproducts.co.uk

WIN A Free Plinth Every Month

With FIGURE PAINTER magazine

Simply upload an image of your painted miniature to our facebook page and the miniature with the most likes in one month wins a free display plinth from Model Display Products.

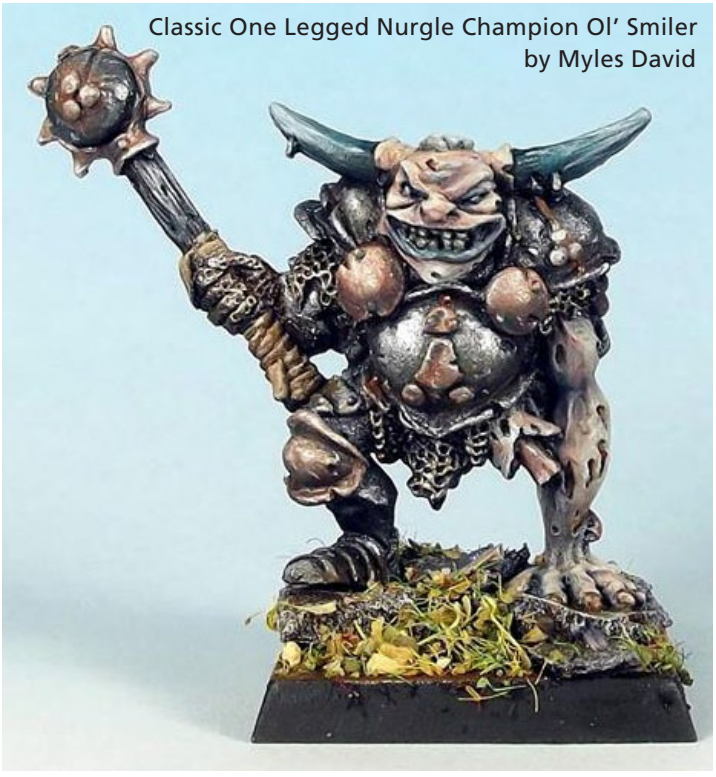
courtesy of

Robot Pigeon PUBLISHING

MDP model display products

www.modeldisplayproducts.com

Ironman Bust by Davide Rainone
FIGURE PAINTER magazine
GOLD AWARD
Winner: May/June



Classic One Legged Nurgle Champion Ol' Smiler by Myles David

Painted by Michał Walczak

Painted by Marc van Megroot

Painted by Mckenna's Miniatures

Angron Primarch of the World Eaters by Joe Naber

Painted by Robert Carlsson

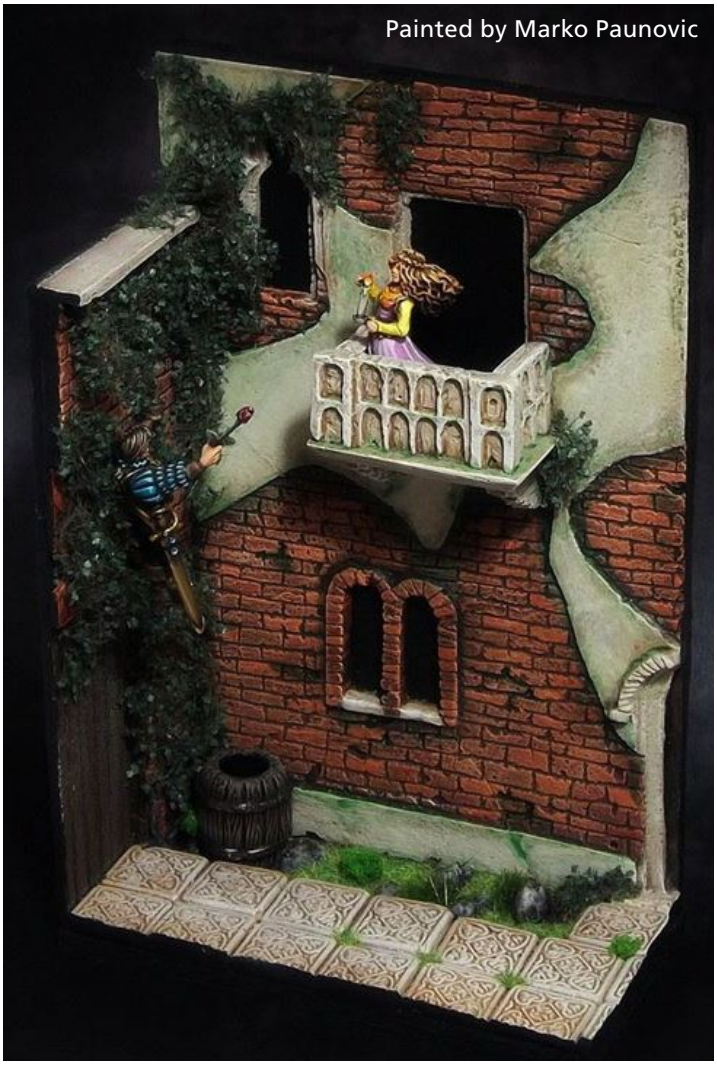
Bloodmane by Sean Fulton

Painted by Samuel Diociase

Painted by Patrick Kamsma

Painted by Artem Romanov

Painted by James Brewerton



Painted by Marko Paunovic

Painted by James Brewerton

Painted by Kathryn Loch

Painted by Davide Decina

Painted by Hellpaint Painting

Firestorm Games

Firestorm Games is an Independant Wargames Retailer in Cardiff, South Wales. As well as the webstore, we have our own bricks and mortar store, a short walk from Cardiff City Centre.

Attached to the store is our gaming area known as 'the Battlefields' which consists of over 35 6"x4" gaming tables, full of scenery for your pleasure! We are open late nights on Tuesday and Thursday and attract a large mix of people ready to play whatever takes your fancy! The Battlefields now also has a fully licensed 'Khador themed' bar, great when playing a casual game against your mates or in one of our regular tournaments or events.

Firestorm Games Ltd

8A Trade Street, Penarth Road
Cardiff, United Kingdom
CF10 5DT.
Tel: **02920 227117**
www.firestormgames.co.uk